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WELCOME

Thank you for your purchase and welcome to the universe of M.A.X. You are now about to start on a journey which, we hope, will be a source of great fun for a long time.

In the future portrayed in M.A.X., military conflict and conquest is a function performed by self-operating machines under the control and direction of M.A.X. Commanders. To become a M.A.X. Commander, a qualifying candidate undergoes a surgical procedure wherein the subject's brain is extracted from his/her body. The living brain is placed in a special life-support container, and the container is placed in the highly-sophisticated electronic command center of a Mechanized Assault & Exploration (M.A.X.) force. For further details of this particular vision of the future, please be sure to read the Revelations later in this manual. To command your own M.A.X. force, you too must become a brain in a jar, just like the rest of us. Fortunately, a good brain is all you need to succeed as a M.A.X. Commander -- no other body parts are required!

The basic premise of M.A.X. can be defined as "tactical unit-level mechanized combat and planetary conquest, based on limited resource management and colonization." If this definition sounds like a mouthful, don't worry: it means you build and direct tanks, planes, and other military units to destroy the forces of your opponent(s), typically for the purpose of colonization of a planet by your side alone. "Sharing" and "compromise" are not popular concepts in the M.A.X. universe.

If you are running Win95, installing M.A.X. should be as simple as placing the CD in your CD-ROM drive. If needed, installation and set-up sections of this manual provide step-by-step instructions for both DOS and Windows.

After you successfully install M.A.X., please take a few minutes to browse through the README file for any last minute changes, additional troubleshooting, and other important information. Simply type "readme" if you are running under DOS, or click on the "Readme" icon under windows.

You can start M.A.X. by clicking on its icon if running under Windows. If you are running under DOS, switch to the MAX subdirectory, type "max," and press the ENTER key.

If you hear no sound while the introduction is in progress, you might have a setup problem. Consult the Installation & Setup section of this manual to find out how you can run the setup program again without going through the full installation.

After the introduction, the main menu of M.A.X. appears on your screen, awaiting your selection. Note that each such screen in M.A.X. has a title for your convenience -- if you are looking at the main menu or any other selection screen, and you are unclear about what you see and what you should do, simply note the screen title and locate the appropriate section of the manual for reference. Also, please note that most screens in M.A.X. have a button with a "?" symbol. By clicking on this button you can switch to on-line help mode at any time. Your onscreen mouse cursor should become a question mark as your confirmation. You can now click on any part of the screen and the related help text will appear on your screen.

We highly recommend that all new players start their M.A.X. experience by going through the training missions first. You don't have to play them all, and you can always come back for more training later. But even for the most seasoned strategy game enthusiast, going through a few training missions first may make the initial learning phase go faster.

We recognize there are great many people out in the world who enjoy the strategy genre in general. But when it comes to specifics, there is a great variety of preferences and needs. Some people enjoy real-time systems where everything seems to happen at once. Others prefer the less frantic pace of turn-based games where they have time to engage in deeper planning and analysis. Some people prefer games designed around short episodes that can each be completed in one session, while yet others enjoy epic undertakings that may take weeks to see to completion. Then of course there are those of us who like them all.

This design is an attempt to accommodate many different tastes, preferences, and experience levels, all in one package. Our single missions vary greatly both in challenge level and in length. There are some that may take a while to complete, but many of them are designed to present an interesting situation and a challenge that can be resolved within one session.

For those people who enjoy the epic experience, we have designed the custom game which allows the player to set up new games that can be tailored to individual needs and preferences. In other words, among many other things, you can set a custom game to be as long or as short as you wish.

For those real-time fans we came up with the simultaneous play mode which allows all players to play in real-time within each turn. This almost totally eliminates waiting for your opponent(s) to complete their turns. And for the more traditional strategy fan, standard turn-based play is still there.

We hope we have been successful in our efforts to provide a strategy game that offers what you look for and enjoy. Be sure to fill and send in the registration form and please keep in mind that we always look forward to and value your feedback. If you have comments, please see elsewhere in the manual for all the information you will need to contact Interplay over the net or otherwise.

Good luck M.A.X. Commander!

Ali Atabek

INHERIT THE GALAXY, FOR A PRICE

THE DISCORDANT CONCORD

There was Space, and Space was vast and incomprehensible. In the vastness of soundless Space there was no voice and no thought. The Starmaker saw this vastness and knew that it must be filled. He called forth many stars and more planets. But Space was vaster than the Starmaker knew. Stars were still separated by great gaps of Space. And even the Starmaker could only bless some of the planets with life.

From the Concord Revelations—

> Space is as close to infinite as any mind can comprehend. The galaxy is quite a bit smaller, but "quite a bit" is a very relative term. Half the stars in the galaxy have only lifeless planets, if they have any at all. But life is common on a variety of worlds.
>
> Secret Revelations—

Upon some of those life-blessed planets there developed creatures with intelligence. Eventually, these sought to fulfill the Starmaker's hope by traveling to other stars. As they found other planets ready for the taking, they created great Empires, and became known as the Star Lords. These Star Lords met between the worlds with amiability and tolerance and each kept to the worlds that were beholden to him.

From the Concord Revelations—

> Intelligent life is quite a bit rarer. Intelligent species who survived the transition to the stars initially found many worlds to spread out into and exploit. When they contacted each other, relations were amicable because there were planets enough for all.
>
> Secret Revelations—

But there came a time when the largess of the Starmaker was not enough. The peoples of the Star Lords cried out for more, but their planets were bereft of all the plenty that had been given them. The Star Lords looked about them and found other worlds, but they found other Star Lords also coveted those worlds.

From the Concord Revelations—

But over millennia, the interstellar powers depleted the resources of their planets. No matter how well they preserved their planets, and many cared little for doing so, eventually they ran out of resources. Resources could be taken from other planets, but now exploitable planets were in much shorter supply. Frequently other races had claims to the same planets.

Secret Revelations—

The Councils of the Star Lords became tumultuous. Star Lord fought against Star Lord for the planets both sought. They called upon the Lightning and the Flare and smote one another, both upon the worlds they lusted for and their own worlds they fought, and great was the slaughter among the peoples of the Star Lords.

From the Concord Revelations—

When two or more interstellar powers wanted the same world, they fought for it. But space-borne weapons are too indiscriminate and destructive.

Secret Revelations—

Star Lords themselves were slain in these wars, and the Council of the Lords, in its wisdom, realized that this could not be allowed to continue. The most puissant Lords banded together and brought forth the Concord to bring peace to the Galaxy.

From the Concord Revelations—

After three races were utterly destroyed, the population of the galaxy drew back in horror and formed the Concord.

Secret Revelations—

The Concord was formed to promulgate and perpetuate two guiding principles:
1. No race may attempt to take a planet that is fully occupied by another Concord member.
2. Disputed worlds may only be fought over on the surface of that world, using appropriate forces. Space-borne weaponry cannot be used on planets. Nuclear and biological weapons cannot be used on planets.

From the Concord Revelations—

The Concord attained peace, or at least safety for the city zen of the worlds of the Concord. Those Star Lords who did not immediately join the Concord soon saw that two important hidden provisos ensured their status.
1. Members of the Concord could do anything they wanted to non-member worlds without anyone raising a complaint.
2. The Concord had no power to interfere with any of the policies of a neighbor as long as it did not lead to all-out war.
Secret Revelations—

But the Star Lords found that they had made one error in accepting these rules. The citizens of the Concord were incapable of raising a hand against citizens of other Concord worlds. Warriors had to be found or no Star Lord would ever gain another world.
The Concord Revelations—

The decadent citizens of the Concord worlds had no interest in fighting face-to-face on a planet's surface. So the Concord powers had to find mercenaries.
Secret Revelations—

At first the Star Lords created metal warriors to fight for them, but even these creations needed a guiding hand, a warrior who could use them to the best advantage.
The Concord Revelations—

Using the same technology that created the Master Pilots who navigate their faster-than-light ships and the Master Controllers who build their orbital factories and run their shipyards, the Concord created M.A.X. Commanders to lead mechanized forces instead of live troops.
Secret Revelations—

The Star Lords then looked among their people for those who would colonize the new worlds and bring back their riches. But they came to realize that their peoples were too vital to the tasks they already fulfilled. They must find others to colonize the new planets and repay this generosity with appropriate tribute.
The Concord Revelations—

They also needed colonists for the new worlds and the Concord citizens willing to colonize new worlds were even rarer than those willing to fight for them. The Concord needed

a more primitive race that would be willing to fight for the privilege of living on a new world and then continue to pay for it.

Secret Revelations—

The Star Lords of the Concord looked about them, seeking a people who would be worthy of this largess. They sought throughout the galaxy, among a myriad of worlds, seeking the one race who could provide both warriors and colonists. At last, their omniscient gaze fell upon Earth.

The Concord Revelations—

Then they started picking up radio transmissions from Earth...

Secret Revelations—

From among their number they selected one who would go amongst these worthy people and tell them of the honor and glory that was to be theirs.

The Concord Revelations—

The Concord chose one of its members to deal with this potential source of pioneers. They picked a member who resembled the images found among the video broadcasts they received and sent him to make the best possible deal for the Concord. Given the Concord's edge in technology and numbers, it would probably be a very good deal.

Secret Revelations—

The Alien Enigma

As the Star Lords deliberated and sought, those upon the Earth were reaping the harvest they had so diligently sown. They were as children, fractious and intolerant. Each sought to gain dominion over the others, and they had little regard for the planet they quarreled over. They breathed poison and drank venom, all of their own making.

The Concord Revelations—

Early in the 21st century, the Earth was fractured into several opposing camps. Despite numerous attempts at control, nuclear arms had proliferated; the entire world feared that some madman would push the button. In the meantime, the warring camps spent insufficient money and effort to

ensure that their world would be worth fighting over. Pollution and toxicity were the rules of the day.

Secret Revelations—

Onto this world in division their came a peacemaker. The chosen Star Lord made a stately procession through the Solar System and the warring tribes of the Earth took time from their quarrels to observe in awe.

The Concord Revelations—

The Meteor Watch was the first to detect the Visitor. A gigantic ship, obviously made from an asteroid, suddenly appeared around the orbit of Mars, then progressed slowly under power toward Earth.

Secret Revelations—

The warlords fumed and tried to destroy this threat to their sovereignty, but their efforts were for naught. They needs must listen as the Star Lord offered the bounty of the Concord to the peoples of the Earth.

The Concord Revelations—

Long out of the range of any earth or orbit-bound missiles, the Dealer in Worlds introduced himself. He offered humanity the stars, for a price. He said that represented the Concord, the organization of space-faring people in the Galaxy. The Concord needed warriors. Any political organization that supplied warriors to the Concord could put colonists out among the stars.

Secret Revelations—

Some peoples, prideful in their place among the great of one planet, disdained the offer of the Concord. Their position of power on one planet was enough for them, they had no wish to be small among the stars.

The Concord Revelations—

The Industrial world sat back to evaluate the offer. None were eager to send their fighting men to fight wars for aliens in order to obtain farmland.

Secret Revelations—

But the downtrodden and repressed of the world saw that the Star Lords were their salvation. They clamored for acceptance and the Star Lord smiled upon them and offered his beneficence.

The Concord Revelations—

> But a thousand smaller powers, fringe organizations, and special interests clamored to take the alien up on his offer Persecuted minorities in dozens of countries saw the opportunity for land of their own and were delighted (and usually somewhat surprised) to find that the alien was willing to consider each of them a political organization. Religious minorities, tribes surrounded by more powerful traditional enemies, and those to whom the promise of their own land was something worth fighting for, all lined up to go.
>
> Secret Revelations—

Eventually, even the mighty of the world saw that the people who wished to flee the planet deserved their chance to do so, and assisted the Star Lord in recruiting the disaffected amongst their own people.

The Concord Revelations—

> Major powers, seeing the chance to defuse a hundred powder kegs, supported the claimants and offered to help them on their way. Many also coerced factions disinclined to leave their Earthly roots to do so anyway.
>
> Secret Revelations—

With all of Earth accepting the largess, the Star Lord created huge vessels to hold the displaced of Earth. Each migrating people were given their own vessel and the immense armada left Earth to take its precious cargo to the stars.

The Concord Revelations—

> Sophisticated robots under the control of Star Lord Master Controllers used the raw materials of the Asteroid Belt and the Moon to build scores of gigantic colony ships in orbit above the Earth. Each was sent out with its own band of dissidents and seekers.
>
> Secret Revelations—

THE BARGAIN

When once the Ships of the Chosen embarked upon the seas of Space, there arose some who sought to warp and pervert the Contract that had been signed with the Space Lords. "Surely," they said, "only those among us who have chosen the path of the warrior need fight for the worlds that have been allotted to us. We who lead and follow shall secure the planets after the warriors have conquered them.

The Concord Revelations—

Only after the ships left Earth were the leaders of the factions told the true requirements of their contract with the Dealer. The factions had been given the impression that they would be given planets to colonize if members of the faction acted as mercenary warriors for the Concord. Instead, to gain the planets they craved, the colonists had to fight for them. Not just the warriors: all the colonists.

The Secret Revelations—

"Nay," said the Star Lord. "To possess a world you must be fully committed to its conquest. When a Star Lord must dispute a world with another Lord, each shall choose a Ship from amongst these and those who reside in those ships shall fight for the glory of the Lord who has chosen them. Some shall lead the armies that conquer the world, others shall colonize the world even as the struggle continues to prove the claim to the world. The Ship whose people fight best for the world shall have dominion over that world, and shall increase the glory of their sponsor by tribute of resources, artifacts, and others signs of devotion.

The Concord Revelations—

The human colonists were brought off Earth to be mercenary colonists. On each world disputed by members of the Concord, factions would be chosen by each disputant to fight the mercenaries of the faction chosen by the other disputant. The faction that won gained the right to populate the world in the name of the alien race that sponsored them. This meant that the alien sponsor gained title to the planet and took a rent in the form of resources and manufactured goods from the colonists.

The Secret Revelations—

One dissenter asked, "Why should we fight and die for a planet for which use we must pay a burdensome tax?" But when the full glory of the Star Lords was revealed to him, he acquiesced and was silent forevermore. No others had objections.

The Concord Revelations—

One colony ship's passengers refused to be "sharecroppers." for the Concord. That ship blew up quite spectacularly in full view of the others and the Dealer asked if anyone else had objections to the arrangement.

Secret Revelations

As one, the Factions agreed. Then from among the people of the Ships, the Star Lord selected those who would become M.A.X. Commanders. To these leaders would be given the task of piloting the colonists to their new lands and commanding the electronic servitors who would defend the world and build a fit place for the colonists to live.

The Concord Revelations—

After the rest agreed to the deal, the Dealer revealed the final arrangement. Certain of the colonists were selected by the aliens as M.A.X. Commanders. These were the leaders of the colonization efforts. Their duties included piloting a colonization ship at faster-than-light speed to the target planet and then creating the colonization force of robots and establishing a beachhead the colonists could grow and thrive on.

Secret Revelations—

To protect these Chosen from among the Chosen from the rigors of the journeys they must undertake, the new M.A.X. Commanders were removed from the cares of the world and ensconced in receptacles that would protect them and make them virtually immortal, as onto the Star Lords themselves. In this way, the M.A.X. Commanders were made equal with the most important servants of the Star Lords.

The Concord Revelations—

This power exacted a price. The waking human (or any other intelligent species) mind cannot take the rigors of faster-than-light travel. The prospective M.A.X. Commander must have his brain removed from his body and put into a life-

support system. The colonists can travel to their new planet in cold sleep, but the piloting must be done by a waking mind. Over the centuries, the other races of the galaxy have found that only by isolating that mind in the life support system and putting a layer of interfaces (conveniently human-shaped for human M.A.X. Commanders to allow for maximum ease of control) between the brain and the universe can piloting a faster-than-light ship be accomplished without driving the pilots mad.

Secret Revelations—

COME THE REVOLUTION

The human M.A.X. Commanders soon proved their superiority to those of all other races of the Concord. For centuries the humans have paid the price of blood for their glory and their land on a hundred planets. And still the Great Ships sail through space, each serving as a source of new colonists and M.A.X. Commanders for its faction.

The Concord Revelations—

And so it was for centuries. Humans fought and died on worlds so that their alien masters could enjoy the resources of those worlds. The Colony Ships still plyed through space, providing colonists for those worlds. Far slower than light, they were now many light years from any habitable star. Only the Dealer's supply ships keep them going so that they could continue to supply colonists and the occasional M.A.X. Commander.

Secret Revelations—

As the centuries passed, those who sailed the Great Ships found that the creeds that had kept them apart seemed less and less important in the face of their shared experience. Yet animosities bound in their histories and in the conflicts on the disputed planets still kept them from any unity. The hundreds of factions became eight Clans, all mutually hostile, each with its own specialties that made it particularly potent in colonizing and fighting for certain planets. The Great Ships shifted in their paths until all those with affiliations to a clan were in that clan's flight of ships.

The Concord Revelations—

Over the decades, many of the old differences between the factions fell away. However, there are still many differences and this has resulted in the formation of eight Clans, each of which specializes in certain aspects of warfare, production, and colonization. Each is a bitter rival of the other and has its own flight of the Colony Ships.

The Secret Revelations—

And as the Clans grew together and apart at the same time, similar shifts were happening to the M.A.X. Commanders. They whose lives were constant struggle and service became separate from the Clans who brought them into the world. As they proved themselves adept in certain situations, they were chosen for similar situations again, and assigned to a sponsored Clan whether the Commander had any connection to the Clan or not. Realizing the great trust bestowed upon them and responding to the great challenge of working with different troops for each situation, M.A.X. Commanders became independent of Clan affiliation.

The Concord Revelations—

As these Clans grew in influence, the M.A.X. Commanders, virtually immortal in their life support systems, began to lose their affiliations to individual clans. They became separated from their original groups and were selected by the Dealer for their abilities in certain environments. A M.A.X. Commander could find himself leading a colonization force from one of his original peoples' hated enemies, and opposing his own people. As they became more and more removed from their memories of human life, they became less and less likely to object to this situation.

Secret Revelations—

The M.A.X. Commanders formed their own association, and established the Circuit. New M.A.X. Commanders would be given assignments with different clans for each of their early missions so that they could learn the strengths and weaknesses of each clan's forces.

The Concord Revelations—

Eventually, new M.A.X. Commanders, chosen from colonies or the Ships when more were needed, were purposely assigned to more than one Clan during their careers so that

they could become familiar with all the specialties and foibles of each group.

Secret Revelations—

This acquaintanceship with all the Clans prompted some among the new M.A.X. Commanders to adopt the folly of believing that there might be room upon a new planet for more than one Star Lord Sponsor's minion.

The Concord Revelations—

For some of the newer M.A.X. Commanders, however, this Circuit made them realize that all of them were humans, equally deserving to live and enjoy the planets they lived on. Why should they fight for alien Masters when they could simply cooperate and live on a world amicably?

Secret Revelations—

Their folly was demonstrated to them.

The Concord Revelations—

The Concord met the first such attempt with massive overkill. When they were done the planet was a cinder. All M.A.X. Commanders and Clans were informed that they should learn a lesson from this and continue to maintain the status quo. Most took the lesson to heart. Some realized that no human would be safe in the galaxy until they could call their fates their own. But only M.A.X. Commanders had access to faster-than-light travel and then only when assigned a mission. The Colony Ships and individual human worlds were extremely vulnerable. For that matter, the weapons available to the M.A.X. Commanders were little better than those their ancestors had known on Earth. The Concord space fleet had far more potent weapons. How could anyone break the endless cycle of brokered battles?

Secret Revelations—

And now, with all the secrets of the Star Lords revealed to you, we welcome the new M.A.X. Commander to the ranks of his compatriots and await your acquisition of the glory that is no doubt rightfully yours.

The Concord Revelations—

To this situation you come, one of the latest of the M.A.X. Commanders.

CLAN ORIGINS

The original refugees taken from Earth came from over a thousand factions. Each faction was given a ship, unless the faction was so small that it had to be lumped in with another faction of similar size (though not necessarily similar attitudes) Many of these conglomerate factions resorted to open warfare within the great ships to establish the leaders of their ship.

Over the generations, the various factions has found their similarities and resolved their differences until eight Clans stand out as conglomerates of factions. Some smaller factions are still independent in name, though each is generally dependent on one of the Clans.

The origins of the principal members of each clan may prove instructive.

The Chosen
These were mainly religious refugees, each certain that his vision of the True Way was the right one. Slowly, they have come together and established a central credo that all can adhere to. This is quite an achievement, as there are "fundamentalists" of all religions amongst the ancestors of the current Chosen. Just how these religious fanatics became the ace pilots of the MAX warriors is something of a mystery, though the phrase "sky pilot" shows up frequently in the Clan's internal diaries.

Crimson Path
These are the last of the various Communist insurgencies. It is thought that part of their name comes from the Shining Path insurgency of Peru. Mutually dedicated to the liberation of the people and collectivization of all community effort, they were among the first of the clans to form, showing a triumph of ideology over ethnicity. Of course, most members would be hard put to tell you today about the causes their ancestors believed in. An early addition to the clan was a sect of pirates and watery desperadoes who formed the basis of the clan's current predominance in naval matters.

Von Griffin
An assemblage of most of the street level fascists of the world. They lived in the shadows and specialized in atrocities. They came

together in their hatred of foreigners, even though most were foreign to each other and, in several cases, one group on their home turf had persecuted members of another group that had immigrated to their turf on Earth. Their abilities to keep from being seen and still ferret out the secrets of their foes have made them the Clan best capable of assembling and evaluating data and creating mechanisms for this purpose.

Ayer's Hand
To this Clan came all the prosperous who felt dispossessed by the entry of foreigners into their land. The name seems to come from an organization of Australian landholders that felt dispossessed by the influx of foreign settlers. Their inclination to keep all others at maximum distance has led to their dominance in design of missiles and missile carriers.

Musashi
These are the samurais, the independent, arrogantly noble, dispossessed of a dozen countries whose governments ignored their nobility to pursue democratic or socialistic solutions. Despite the Japanese name, this Clan attracted membership from every nation that had possessed or wanted to possess a chivalric tradition. One can see a connection between their preoccupation with the chivalry of old and their concentration on bigger and better armored vehicles on land and sea.

Sacred Eight
Unlike the Chosen, the religious refugees of the Sacred Eight were mostly persecuted because of their difference to their neighbors (often members of what is now the Chosen) rather than their own arrogance in assuming a religious superiority. Frequently the meek among different religions found more common ground with those similarly discriminated against than with their arrogant co-religionists. Like the Chosen, the Sacred Eight are of many ethnicities and countries, united in their common wish for religious freedom, not dominance. The name of this organization seems to come from a little-documented cult of worshippers of fast but ecologically damaging automobiles, the V-8s. This cult has provided the expertise to make this Clan the masters of the fast vehicle so necessary for evading the attacks of others.

Seven Knights
The clan has much in common with Musashi, but felt it more imperative to maintain station and power than to live up to a code of honor. These were the nobility of place, not attitude. Their philosophy is to establish and maintain, not seek out danger and destroy it. They have become the masters of stationary fortification. If you want a place held against all comers, the Seven Knights are the Clan for you.

Axis
These were the businesses and establishments that sought to keep a status quo that was not in accord with the World Order. Mostly fascistic and autocratic, they are also pragmatists who realize that the way to dominance is not conquest but assimilation. They were established as a counterpoint to the burgeoning Crimson Path and have remained their bitter rivals ever since. They pride themselves on their abilities in the creation and maintenance of establishments, rather than their destruction.

M.A.X. SYSTEM REQUIREMENTS:

Requirements:
- IBM PC compatible 486-66 or faster
- 8 MB RAM
- DOS 5.0 or later
- 100% Microsoft-compatible mouse

Recommended:
- Pentium processor
- 16 MB RAM
- Stereo 16-bit soundcard with General MIDI support

Supports:
- Sound cards: SoundBlaster™ Pro/16/AWE32/compatibles, Spectrum Plus/16/Studio, Gravis Ultrasound/Max

INSTALLATION & SETUP

DOS Installation
Place the M.A.X. CD in your CD-ROM drive and then switch to that drive and type "Install."

Example:
D:"ENTER" (replace D with the letter of your CD-ROM drive if other than D:)
INSTALL "ENTER"

The Installation program will then run, and display information on your system's hard drive(s) and available disk space. Use the arrow key to select the hard drive letter you wish to install M.A.X. to and press ENTER. Next you will be prompted as to which type of install you wish to perform. The available options are: Minimum Install, which installs only the basic required files to your hard drive, leaving the rest of the files on the CD. Use the Minimum Installation option only if you are very short of available hard drive space, as the game will run slower if it must constantly access your CD drive. The next option is Medium Install, which will copy most of the program to your hard drive. Finally, the Full Installation will copy all necessary files to your hard drive. We recommend using the full installation whenever possible, to provide the fastest gameplay possible on your system. Once you have selected the destination hard drive and the type of installation to perform, the Installation Program will copy M.A.X. to your hard drive. Once completed, the sound card setup program will begin.

Uninstall:
Use this option to remove M.A.X. from your computer. Although use of this option is not recommended, it has been included as a failsafe measure. The only acceptable use for this option discovered to date is for the deletion of an illegal copy of the game.

WINDOWS 95 INSTALLATION

Max will run under Windows 95 and includes the AutoPlay Feature. To install M.A.X. from Windows 95, simply insert the CD into your CD-ROM drive. After a moment, the M.A.X. Installation Menu will open automatically (Windows 95 Auto-Run), and the installation program will guide you through installation and setup.

Install M.A.X.:
Click this button to install M.A.X. on your computer. The install wizard will guide you through the entire installation process.

View Readme:
This Option allows you to view the Readme.txt file for additional information that may not have been available when this manual was written. Be sure to check the Readme.txt file if you experience any technical problems installing or running M.A.X.

Register M.A.X.:

When you start M.A.X., the electronic registration program will begin. Registering your copy of M.A.X. with Interplay Productions makes you eligible for various special offers and advance information of upcoming games. Your registration also allows us to serve you better and be more responsive to your needs. The registration process should take only about five minutes, and, when completed, your registration form can be automatically sent via modem, or printed and mailed to us at the address printed on the form. Optionally, you may cancel out of the registration process and proceed directly with the game. Canceling the registration process three times will abort the registration, and you will no longer be prompted to register. You will then miss out on all the special offers.

If, at some later date, you start feeling bad for not registering your copy of M.A.X. with us, you can always invoke the registration program by typing EREGCARD "ENTER" at the DOS prompt. Of course, registering your copy of M.A.X. presupposes that you purchased the game legally, and didn't download it from some pirate board or snag it from a friend. If you did receive this game illegally, please turn yourself over to the proper authorities at your earliest convenience.

SOUND CARD SETUP

When the Installation program has finished, the Sound Card Setup Program will start automatically, allowing you to configure the game for the Sound Card installed in your system. You must set up your Sound Hardware before running M.A.X. Failure to do so, or incorrect Sound Card settings may result in M.A.X. being unable to run properly, or even crash. To change soundcard configuration at any time, you can also type SETUP "ENTER" from the DOS prompt to restart the setup program. The Sound Card Setup Program will display the following options:

Auto Detect Sound Card:
Begins the automatic sound card detection program.

Change Digital Sound Card:
Allows manual entry of Sound Card Hardware and settings.

Test Digital Sound:
Tests your sound card settings to verify the proper values have been selected.

View Readme:
This option allows you to view the Readme.txt file for additional information that may not have been available at the time this manual was written. Be sure to check the Readme.txt file if you experience any technical problems installing or running M.A.X.

Exit:
Prompts to save the current Sound Card Settings and then exits the Sound Card setup program and returns to the operating system (DOS or Windows). Be sure to use the "Test Digital Sound" option to be certain your Sound Hardware is set up properly.

Use the arrow keys to move up and down through the list of sound card setup options, and the Enter key to select an option.

AUTO DETECT SOUND CARD

Select this option to attempt Automatic Detection of your sound card. In most cases this will successfully find your sound card and its correct parameters. Auto Detection may not work properly on some systems, and on rare occasions it may cause your system to lock up. If this occurs, simply restart your computer and run the Setup Program again, this time choosing "Change Digital Sound Card" to manually set your sound card parameters.

After successfully Auto Detecting your sound card, your sound card information will be displayed in the window on the right of the screen. Check this information carefully, and, if it all looks correct, select TEST DIGITAL SOUND.

CHANGE DIGITAL SOUND CARD

Select this option if you are having problems with the Automatic Detection, or if you know the type of sound card installed in your system, as well as its Port Address, IRQ, and DMA. Port Address, IRQ and DMA information can usually be found in the AUTOEXEC.BAT file located in the root directory of your C: drive. This information usually appears similar to the following statement:

SET BLASTER A220 I5 D1
where: A= Port Address
I= IRQ
D= DMA

Make a note of these values as they appear in your Autoexec.bat file and use them to input into the proper fields in the setup program.

Once you have correctly entered the proper values for your sound card, your sound card information will be displayed in the window on the right of the screen. Check this information carefully, and if it all looks correct, select "TEST Digital Sound" to ensure the current settings are valid.

TEST DIGITAL SOUND

After you have either Auto Detected your sound card or manually inserted the information, select TEST DIGITAL SOUND to ensure that M.A.X. is set up properly to play sound on your system. The Sound Card Setup Program will play a short digital sample (sound effect) through the left channel, right channel, and center (left and right speakers simultaneously). If you hear the test sounds and everything seems to be working properly, select EXIT from the menu. If you don't hear the test sound, check to be sure all sound card information is correct, and that your speakers are connected, receiving power, and the volume level is turned up.

If you hear the test sounds but the left and right channels are backwards on your system, choose the "Reverse Channels" option to swap the left and right outputs.

EXIT

Once you have auto-detected or manually entered your sound card information, and have tested the digital sound settings to ensure they are correct, select EXIT from the Setup Menu, and select SAVE CHANGES to write your sound card information to the M.A.X. configuration file.

STARTING THE GAME

Once you have completed Installation and Sound Card Setup you will be placed back at the DOS prompt. To start M.A.X., change to the M.A.X. directory on your hard drive and type MAX "ENTER". The game will then display an Electronic Registration program that will allow you to register your copy of M.A.X. with Interplay Productions. After completing or bypassing the registration, the game will begin by displaying the Interplay Logo, the M.A.X. Introductory Movie and Logo, and then place you at the Main Game Menu.

Note: The Electronic Registration will only prompt you to register the first three (3) times you start M.A.X., and will then be automatically bypassed. If you wish to register at a later date, simply type EREGCARD "ENTER" from the DOS prompt while in your M.A.X. directory to start the registration program.

QUICKSTART INSTRUCTIONS

Welcome to M.A.X. (Mechanized Assault and Exploration). In M.A.X. you play a M.A.X. Commander, a robotic unit with a human brain. Attached directly to the computer in this way, you command a great variety of fighting vehicles, construction equipment, factories and other structures which you use to colonize new worlds.

M.A.X. can be played in standard Turn-Based mode or in Simultaneous mode, in which players take their turns simultaneously as in a real-time game.

The Game Clock works somewhat like a chess timer. Two timer values are of significance: the Turn Timer, and the End Turn Timer. As each new turn is started, the Turn Timer resets and starts to

count-down to zero. The default Turn time is 180 seconds, or three minutes. This is the time available for each turn. When the timer gets to zero, the turn ends automatically, and the next turn starts. You may click the End Turn button when you are finished with each turn to reset the timer and start a new turn.

After clicking End Turn, the End Turn Timer starts counting down to allow your opponent(s) the opportunity to finish their turns. The default End Turn time is 45 seconds.

Players that have clicked End Turn may still move and perform all other game functions until all players have finished their turn. Once the last player has ended their turn, the timer clock resets, and a new turn is begun.

Each player selects a Clan to fight for. Each Clan provides the player with bonus upgrades to various types of units. Choose your Clan carefully to maximize the effectiveness of your strategy.

HELP:
There are two forms of help in M.A.X.: "Right Click" Help, and "Question Mark" help.

Right Click Help:
To obtain Help on any unit or structure, simply touch it with the mouse cursor and click the right mouse button to open the Stat Screen. Basic Unit information and unit attributes will be displayed.

Question Mark Help:
On most menu screens you'll find a button labeled with a question mark. Click on this button to activate help -- the mouse cursor will change into a question mark. Now click on any item on the screen and a help message will appear, explaining the basic function of that item.

COMMAND BUTTONS

Every unit and structure in M.A.X. has its own set of command buttons. To access the command buttons on an unselected unit, click on the unit once to select it, then click on it again to open its command buttons. To open the command buttons on a structure, simply click once on the structure.

Mining Stations:
Mining Stations are capable of extracting a certain amount of Raw Materials, Fuel and Gold from underground deposits each turn. The exact amount mined per turn, depends on the amount of resources at the mining site, which can be determined by using a surveyor unit. Buildings must be connected to mining stations in order to use these resources, and the mining station must have a power generator attached in order to operate. The Mining Station provides storage for 25 raw materials. No provision is made for storage of Fuel or Gold within mining stations. Materials mined of this type will be lost, if no storage units are available.

Power Plants:
Power Plants burn Fuel to create power for your factories, mining stations, and some other types of structures such as refineries and eco-spheres. There are two types of power plants: Power Generators and Power Stations. Power Generators use two (2) fuel per turn and can power one mining station, factory, or other structure. Power Stations use eight (8) fuel per turn, and can power six (6) structures. Always plan your complex carefully to avoid building delays due to power shortages.

Connectors:
Connectors are built by Engineers and are used to attach structures together so they can receive Power and/or Materials. Any unconnected building cannot receive power, and so will not be operational until it is connected. In addition, stationary guns cannot be reloaded unless connected to a source of Materials. Always plan your complex carefully to avoid building delays due to lack of connections.

Note: Mobile ground and sea units can travel underneath connectors.

Surveyors:
Surveyors are used to scan the planet surface for deposits of Raw materials, fuel and gold, in preparation for the construction of additional mining stations. When the surveyor locates a deposit, it marks the area with a color-coded disk displaying the type and amount of resources at that site. The amount indicates the values of Raw Material, Fuel or Gold that could be mined each turn.

Color Codes

Grey Marker	**Material Reserve**
Green Marker	**Fuel Reserve**
Gold Marker	**Gold Reserve**
Empty Circle	**No Reserves**

Constructors:
Constructors are mobile builders that use Materials in order to create all the large structures in M.A.X. Constructors are built by Heavy Vehicle Plains. Constructors can build:

Mining Stations	**Power Stations**
Light Vehicle Plant	**Heavy Vehicle Plant**
Air Units Plant	**Shipyard**
Gold Refinery	**Depot**
Hangar	**Dock**
Habitat	**Research Center**
Eco-Sphere	**Training Hall**
Barracks	

To operate, first position the constructor at the desired location, then click on a constructor to select it, and then click again to open the Constructor's Command Buttons. Next, click on the "BUILD" button. The Constructor Build Window will then open, allowing you to select the structure you wish to build. After making your selection, the Build Window will close, bringing you back to the Main Game Screen. Your Constructor will now display a square of caution tape around it, which you can move into the position you wish the new structure to be built. When the tape is properly placed, click inside the tape and building will begin.

Note:
Transfer Materials from your Mining Station or Materials Storage Building to refill your Constructor.

Engineers:
Engineers are mobile builders that use Materials to construct smaller structures. Engineers are built by Light Vehicle Plants. Engineers can build:

Material Storage	**Fuel Storage**
Gold Vault	**Power Generator**
Connector	**Radar**

Gun Turret
Artillery
Landing Pad
Water Platform
Road
Anti-Air
Missile Launcher
Bridge
Concrete Block

To operate an Engineer, move the Engineer into the position you wish to start building, and then click on it to open the Engineers Command Buttons. Next, click on the "BUILD" button. The Engineer Build Window will then open, allowing you to select the structure you wish to build. After making your selection, the Build Window will close, bringing you back to the Main Game Screen. The Engineer will automatically start building the selected structure. Transfer Materials from your Mining Station or Materials Storage Building to refill your Engineer.

Light Vehicle Plant:
Light Vehicle Plants are built by Constructors.

Light Vehicle Plants build:

Scouts
Engineers
Supply Trucks
Gold Truck
Mine Layers
Armored Personnel Carriers
Surveyors
Repair Units
Fuel Truck
Mobile Anti-Air
Bulldozers

To operate a Light Vehicle Plant, click on it to bring up the command buttons. Then, click on the "BUILD" button to open the Build Screen.

Heavy Vehicle Plant :
Heavy Vehicle Plants are built by Constructors.

Heavy Vehicle Plants build:

Constructors
Tanks
Rocket Launcher
Mobile Scanners
Assault Guns
Missile Crawlers

To operate a Heavy Vehicle Plant, click on it to bring up the command buttons. Then, click on the "BUILD" button to open the Build Screen.

Air Units Plants:
Air Units Plants are built by Constructors. Air Units Plants build:

Fighters	**Ground Attack Planes**
Air Transports	**AWAC**

To operate an Air Units Plant, click on it to bring up the command buttons. Then, click on the "BUILD" button to open the Build Screen.

Shipyard:
Shipyards are built by constructors.

Shipyards build:

Escorts	**Corvette's**
Gunboats	**Missile Cruisers**
Submarines	**Supply Boats**
Sea Mine Layer	

Depot:
Depots are built by constructors and are used to repair and upgrade your mobile ground units (similarly, use Hangers and Docks to repair and upgrade air units and sea units, respectively). To use the depot, click on it to open its command buttons, then click on the "LOAD" button. Next, click on the units you wish to enter the depot. Each unit selected will then drive into the depot. Once all the desired units have been loaded, click on the Depot again, and then click on the "ACTIVATE" button. The Depot window will open, displaying all the units currently being held within the Depot. On this screen you can choose to upgrade, reload, or repair your units. Once your units are ready, click on the "Activate" button to remove the selected units from the Depot.

KEYBOARD REFERENCE

Following is the full keyboard command reference list for M.A.X.

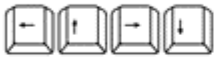
End Turn

Find the current Selected Unit. Currently selected unit will be centered on screen.

Zoom In, Out

Turns on Grid Display

Centers on Tagged Unit

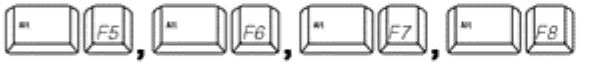


Scrolls the map

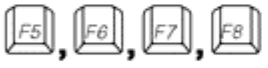
Opens the Load Game Menu

Opens the Save Game Menu

Exits the Game to the Main Menu



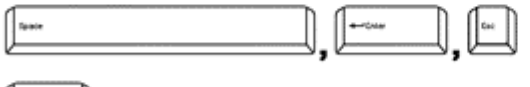
Saves the current window position



Jumps to a previously-saved window position

Initiates HELP mode. The cursor changes to a question mark, clicking on screen items will display help text.

Saves a screen shot of the game in PCX format.

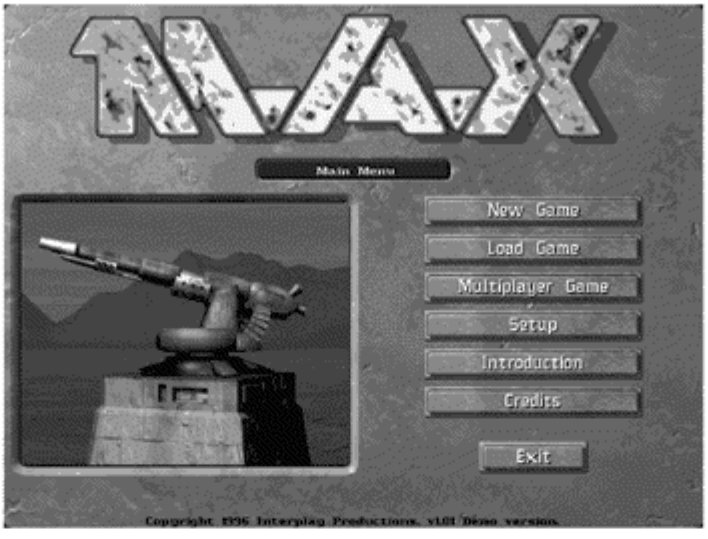


Cancels the self-running demo.

Shift-click to select units for group command

See the Readme file for additional hot keys.

MAIN MENU



Following is a listing of the options available from the M.A.X. Main Menu:

New Game:
Opens the new game menu with options for starting a training mission, scenario, campaign, or custom game.
Load Game:
Loads a previously-saved single player game.
Multiplayer:
Opens the Multiplayer Menu, containing options for
Network, Modem, Serial and "Hot Seat" Games:
Setup:
Opens the Setup Menu, allowing you to change various global options.
Intro:
Plays the M.A.X. Intro Movie.
Credits:
Displays the names of the people who brought you M.A.X.
Exit:
Exits the game to DOS or Windows.

NEW GAME

Selecting New Game from the Main Menu opens a menu of various options:

Training Missions:
The completion of all Training Missions is recommended for all beginning M.A.X. Commanders.
Stand Alone Missions:
The "stand-alone" missions included with M.A.X. enable you to work missions for various clans without making the long time commitment of a campaign.
Custom Game:
Selecting Custom Game allows you to set up a single player game against one or more computer opponents. Includes variety of user-defined preferences, such as planet selection and the number and Skill Level of the computer opponent(s).
Campaign Game:
Opens the Campaign Menu to start a new or previously-saved Campaign Game.
Tips:
The Tips button opens the 'Tips Screen' where you can obtain a variety of information related to M.A.X.
Cancel:
Selecting Cancel closes the New Game Menu and returns you to M.A.X. Main Menu.

LOAD GAME

Selecting Load Game from the M.A.X. Main Menu opens the Load Game Menu, from which you can select any previously-saved Single Player game against computer opponent(s). There are several ways to load saved games in M.A.X., depending on the type of game you wish to load. Saved Multiplayer Games have their own Save/Load Menus, which can be accessed by clicking the Multiplayer button on the M.A.X. Main Menu and then selecting the type of Multiplayer game, either Network, Modem or Serial Game, that you wish to load. Hot-Seat Games also have their own Load/Save Menu, which can also be accessed on the Multiplayer Menu.

MULTIPLAYER GAMES

M.A.X. may be played by two, three or four humans via a local area network using IPX protocol, or by two humans via modem or serial connection. Specific instructions for starting multiplayer games is detailed below.

Network

Network play requires an IPX driver to be installed on each system before M.A.X. is started. If your system does not currently use IPX, look for a file named IPX.COM in the software supplied with your network card. To install the IPX driver from DOS, simply type IPX while you are within the directory that contains the IPX.COM file.

HOST NETWORK GAME

Selecting this option opens the Host Menu, allowing you to customize various game options and choose your human opponents. This screen contains the following items:

Player Name:
Simply click in this window and then type in the name you wish to use for this game.

Clan Button:
To the right of the player name field is the Clan button, which displays the currently selected Clan. Click the Clan button to open the Clan Menu if you wish to select a different Clan.

Status Window:
The Status window displays the current game setup information, including the name of the planet selected, the starting credits, Turn Timer values, and Play Mode.

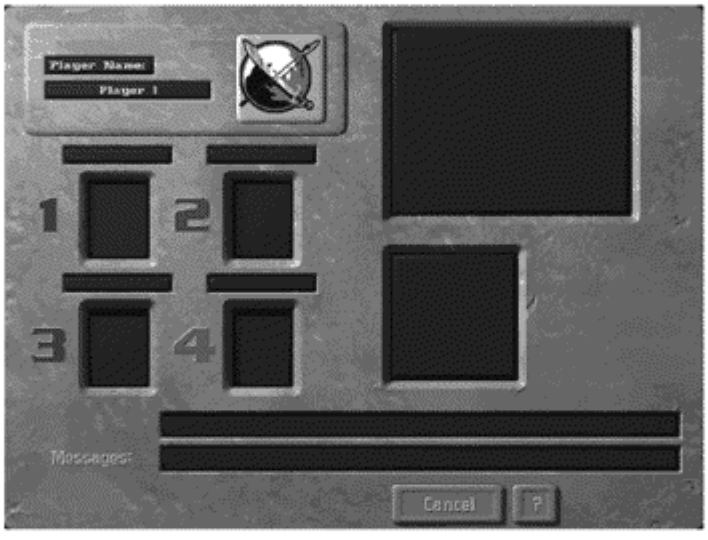
Player Buttons:
When you first open the Host Window, your brain will appear in the first of the player buttons, signifying the team color you will be playing. You may optionally switch to a different team color if desired by clicking on one of the other teams.

Map Window:
The Map Window displays the current world that will be used for

this game. To select a different world, click the "Maps" button. The Planet Selection Menu will then open and allow you to select a different world. After your selection is made, you will be returned to the Host Menu, and the newly-selected planet will now be displayed.

Load Game:
To load a saved network game, click on the "Load" Button. The Network Load Game Screen will then open, and allow you to select the game you wish to continue. Note that your opponent must also have the save game file on his machine.

JOIN NETWORK GAME



To Join a Network game, click on the Join button on the Multiplayer Menu. In the status window, any Network games that are awaiting players will be displayed. Click on the Network Game that you wish to join; the network connection will be made, and you will be placed in the first open team slot. The Status window will then display the game options that have been set up, and the planet that was selected by the host will be displayed in the Map window. At this point, you may change your Clan affiliation, and review all of the setup options the host has made. Use the Chat bar to communicate with the host if desired. When you are satisfied with all the game options, click the "Ready" button. This will signal the Host by the appearance of a "Start" Button on his screen. When the Host clicks START, the game will commence.

MODEM GAME

Modem connection is done over telephone lines between two computers with Hayes-compatible modems. After selecting Modem game from the Multiplayer menu, the Modem Game window will appear, displaying various options which must be configured for your particular machine before gameplay is initiated.

Comm Port:
Clicking the Comm Port button will display a list of Comm Ports in the status window. Check your existing modem software to determine the proper setting, and then click on the appropriate selection. The comm port selection made in this window must accurately represent the settings on your modem, or the connection will not be successful, and your system may crash.

Baud Rate:
The Baud Rate option allows you to set the speed at which the two modems will communicate with each other. Initially, enter the highest baud rate that your modem is capable of using. If problems occur, such as failure to make a connection or disconnection of the modems during gameplay, you may try reducing the baud rate to a slower speed.

Interrupt:
The Interrupt setting is based on your comm port setting, and must match the settings on your modem. Check your existing modem software or documentation for the proper setting for this field. An incorrect setting may cause your system to crash.

Init String:
The Init String is a command you type in to initialize your modem to ready it for use. The default init string, ATX, performs the function of resetting your modem to its default values, and should work with all Hayes compatible modems. If required, you may change this string to reflect any special properties of your modem. Check your modem documentation before making changes to the init string, or connection may fail.

Answer String:
The Answer String is a command which is sent to your modem to initiate the answering of an incoming call. The default of ATS0 should work with any Hayes-compatible modem but, if required, this field may be changed to reflect any special requirements of your particular modem. Check your modem documentation before changing this field.

Dial Prefix:
This field displays the modem command to initiate the dialing sequence.

Phone Number:
Enter the telephone number of your opponent in this field, then click the 'Dial' Button.

Dial:
Dials the phone number inputted. The Status window will display the connection results. Once connection is made you may set up the game play options, map and Clan selection.

Answer:
The status window will display "Ring" when an outside call is received to your modem. Simply click the Answer button to make the connection.

Cancel:
Returns you to the Multiplayer Menu

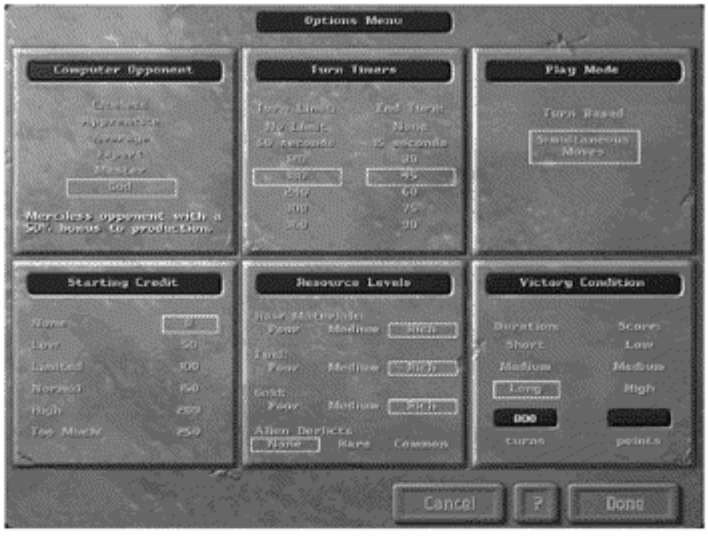
SERIAL GAME

Serial or Null Modem connection is accomplished by connecting two computers with an RS-232 cable, which is available from most computer retailers. Once the cable is attached to the two computers, one player should select "Host" the other player "Join." At this point, the Host/Join Menu will appear, and players can proceed in the same manner as the start-up of a Network Game

HOT-SEAT GAME

A Hot-Seat Game is one in which two or more human players take turns on the same computer. After clicking Hot-Seat Game, the Hot Seat Menu will appear, and each player may then select a team to play for and a Clan affiliation. From this point, gameplay proceeds as in a regular game.

OPTIONS



Computer Opponent:
This option allows you to set the difficulty level of the game by specifying the intelligence of the computer opponent. The options are:

Clueless: A very easy opponent with no advanced strategies and a 25% building penalty. All mining and construction for this opponent will take 25% longer to complete.

Apprentice: A basic opponent with some advanced tactics and no building penalties.

Average: A fairly clever opponent with some advanced strategies and nastier tactics.

Expert: The smartest opponent available.

Master: The smartest opponent available, plus a 25% increase in production and mining

God: The smartest opponent, plus a 50% increase in production and mining.

Starting Credit:
This option allows you to set the amount of credits (gold) available to purchase units and/or upgrades before landing on the planet, and applies to all players in the game. Starting Credit ranges from 0 to 250 credits.

Resource Levels:
The Resource Levels option allows you to set the amount and distribution of the various resources (Raw Material, Fuel and Gold) that will be available during the game. The available options are Poor, Medium, and Rich for each resource. A setting of Poor will limit the total amount of that resource in any one location, and deposits will be spaced farther apart on the map. A setting of Medium will increase the total amount of that resource, and locations will be spaced closer together. The Rich setting will place the maximum amount of resources in locations that are very close together.

Victory Condition:
Two Victory Conditions are available during Custom Games, and are based either on reaching a certain goal of points or upon the number of turns played. When playing for a set number of points, the first player who reaches the goal is designated the winner. When playing based on the number of turns, the player with the highest number of points when the turn limit is reached wins the game. Points are accumulated each turn by every operating Eco-Sphere. Stand-Alone Missions and Campaign Games may have other Victory Conditions, which will be explained in the briefing of each mission.

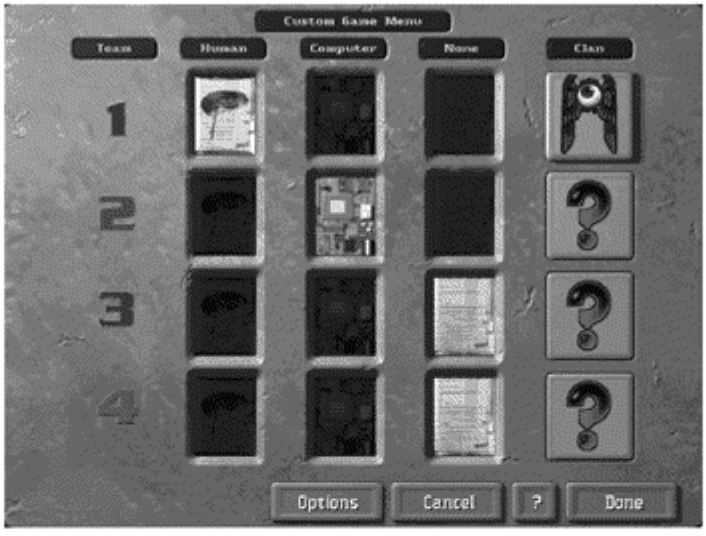
Play Mode:
M.A.X. can be played as a standard Turn-Based game or in Simultaneous Mode. When the game is set to Turn-Based, each player takes his turn independently of the other player, and each player must wait while his opponent(s) take their turns. However, in Simultaneous Mode, all players take their turns at the same time as in a real-time game. Players are still confined to actions and movements that are allowed during a turn, but within that turn the game functions as a real-time game.

Turn Timers:
The Turn Timer option allows you to set both the length of each turn as well as the length of the End Turn Timer.

Done:
Saves changes and closes the Options Menu.

Cancel:
Cancels any changes made and returns you to the main menu.

CUSTOM GAME

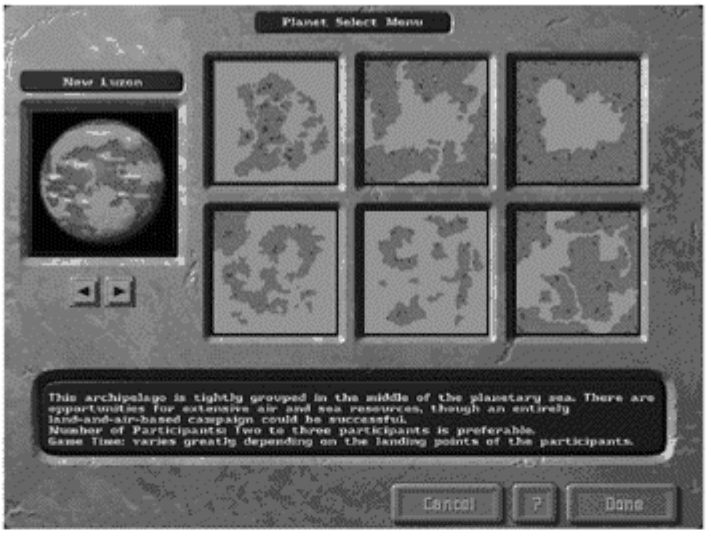


Opponent Selection: The New Game Setup Menu displays four rows, each in a different color, to designate the four teams possible. Each Team has three main columns of buttons in which to set the active players for the game. The first column signifies a Human Player, and displays a brain when one of the buttons is clicked. The next column will designate a computer player; the buttons will display a circuit board when checked. The third column designated No Player for that team.

Clan Selection: The large buttons alongside each team are used to set the Clan that you will represent in this game. To change your Clan, click on the Clan button for your Team. The Clan Menu will then open, displaying icons for each Clan. Clicking on any of these buttons will display information about that particular Clan. Each Clan provides different upgrades and benefits, and Clan Selection can be an important part of a successful strategy.

Clan selection is kept secret from other players, and so you may not see or change the Clan of a computer player at this time. However, because each team's Clan Logo appears on every Mining Station that is constructed, this information can be obtained later in the game.

PLANET SELECTION


Planet Select Menu
New Luzon
This archipelago is tightly grouped in the middle of the planetary sea. There are opportunities for extensive air and sea resources, though an entirely land-and-air-based campaign could be successful.
Number of Participants: Two to three participants is preferable.
Game Time: varies greatly depending on the landing points of the participants.
Cancel
?
Done

After setting the options in the New Game Setup Menu, the Planet Selection Menu will open and allow you to choose the planet you wish to use for this mission. There are four planet types offered: lush tropical Green Worlds, frozen Snow Worlds, barren Desert Worlds, and rocky Crater Worlds. Each world type has six planets to choose from.

The Planet Selection Menu displays a picture of the type of planet in the upper left of the screen. Clicking on the arrow buttons under this picture will cycle through the different planet types.

The six maps covering most of the screen area are the different planets associated with this planet type. To select a map, simply click on it. The map will become highlighted, indicating is has been selected. When you have finished planet selection, click the "Done" button to proceed to the next phase of the game, Cargo and Upgrade Selection.

INITIAL PURCHASE (CARGO SELECTION SCREEN)

The Cargo Selection Screen opens before your forces land on a planet – this is your opportunity to buy vehicles to add to the landing craft and/or make unit upgrades. The large picture window in the upper left of the screen displays the currently-selected unit. A brief text description is also provided, and may be toggled on or off by clicking the "Description" Button.

Directly underneath the picture window is displayed a list of statistics representing that unit's current attributes. To the right of the list are arrow buttons to increase (pointing to the right) or decrease (pointing to the left) a particular attribute. A column labeled "Cost" is displayed alongside the arrow buttons; this, of course, displays the amount of gold required to purchase that particular upgrade. To purchase an upgrade, click on the appropriate arrow key next to the attribute you wish to increase. That attribute will then increase to the next level, the appropriate amount of gold will be removed from your reserve, and the cost of the next upgrade will then be displayed. An upgrade performed affects your entire inventory of the particular type of unit – not only during the purchase phase, but also the units built during the game.

The window in the top middle portion of the screen is the Purchase Window, which displays any additional units you purchase in addition to the three which are always provided: a constructor, an engineer, and a surveyor. Arrow keys directly below this window

allow you to scroll through this list, and the delete button allows you to eliminate that unit from your landing party and get back full credits. You may not delete the three provided units.

The window at the upper right of the screen is the "Available" window. In this list are all the units which may be purchased at the start of the game. Arrow buttons under this list enable you to scroll this window.

At the middle of the screen are two gauges, one of gold, the other of raw materials. Gold is used to purchase or upgrade units. Raw materials can be stocked aboard certain vehicles (called "Cargo") to allow them to construct buildings or perform other functions, such as laying mines and repairing, after landing on the planet. Use the two up/down buttons, to add raw materials to units with cargo bays, such as constructors and engineers (directly below the "Cargo" Gauge.)

Toward the bottom right of the screen is a toggle switch labeled "Buy Units" and "Upgrades." These buttons control which vehicles are displayed in the "Available" list. When set to "Buy Units," only the units which can be purchased at this point of the game are included. Clicking this switch to "Upgrades" will display every unit in the list, and will activate the five "filter buttons." The filter buttons display a particular type of unit, and may be turned on or off to facilitate the locating of particular units. The filter buttons will turn on or off the display of Land Vehicles, Air Units, Sea Units, and Structures. The fifth filter button, labeled TNT, will modify the display list to include only those units which are units capable of firing weaponry. Initially, all filter buttons will be active, and so all units will appear in the list; you may click them at your leisure in order to reduce the list to show only those units you're interested in.

IN-GAME HELP

There are two types of Help systems in M.A.X.: help buttons, and "right-click" help.

[?] Help buttons:
Special help buttons [?], called "Question Buttons," are provided on most screens in the game and can be used to get information about the function of any button, window, or control. To use, click the question button. Your mouse cursor will change into a question mark. Now move the cursor over the area of the screen you wish to obtain information about, and click the left mouse button. You may also use the [?] key on your keyboard to activate the [?] help mode.

Right-click help:
Right-click help is specialized for use directly on the units and structures in the game and can be used initially to gain an understanding of your own units. However, it can also can be especially helpful in gaining information about your enemies' technology and the unit attributes being upgraded.

To use right-click help, simply move the mouse cursor over the unit or structure you wish to get information on and click the right mouse button. An information screen will then be displayed, showing a picture of the selected unit, a brief unit description, and the units current technology level for a variety of attributes.

Each attribute may be upgraded by the refining of gold. Whenever an attribute has been increased by the purchase of an upgrade, a small blue bar will be displayed on the statistics display for that unit, separating the base, or initial starting level, with the amount that has been upgraded.

REPORTS

Click on the Reports button to open the Report Menu. When it first opens, the Unit Report will be displayed. You may select a different report by clicking on one of the buttons on the upper right of your screen. Available reports are:

Units:
The Units report provides detailed information about all your units and structures. The column on the left of the screen displays a small picture of the unit, followed by the unit's name. The middle column displays the unit's statistics, including information on movement, ammo, and cargo, as applicable. The next column displays the unit's current position on the map using an x,y coordinate system. The unit's status is displayed in the last column, and shows the unit's current orders.

Casualties:
The Casualty Report displays a listing of each team's destroyed units, organized into columns by team color.

Score:
The Score Report presents a graph of each team's point totals over a period of the last 50 turns. Each team is represented on the graph in the appropriate team color. The Vertical axis of the graph represents Turns, the horizontal bar represents points. At the bottom of the graph, two numbers are displayed. The number on the left displays the current turn. A gray vertical bar is drawn at this point to mark the number of points on the graph. The number on the right displays a projection of 10 turns into the future. Looking up the graph, you can determine the projected point totals for the various teams. When the victory condition for that game is neared, a gray horizontal line will appear on the graph to mark the goal.

Messages:
The Message report saves the last 50 game and/or chat messages that have been displayed in the game, so you may easily go back and review them.

Reports Filters

On the right side of the screen are a number of 'Filter Buttons' which can be used to limit the reports displays to only the specified units. There are two types of filter buttons provided, Include Filters, and Limit filters.

The include filters control what types of units to display in the report. The available options are:

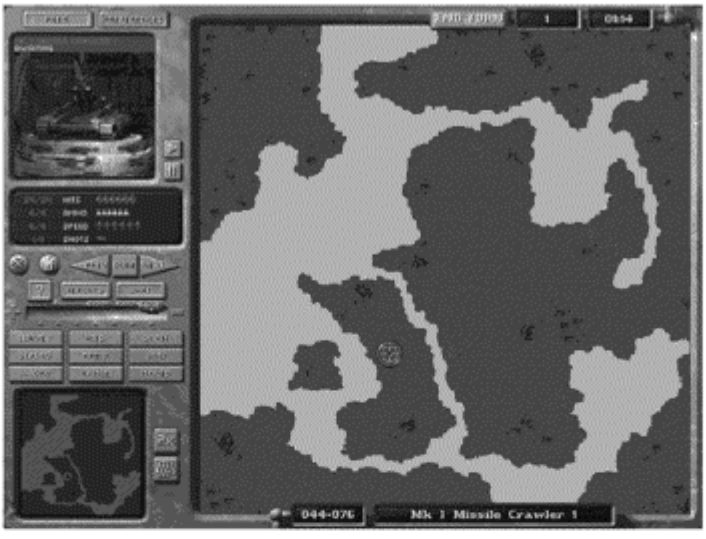
Air Units
Land Units
Sea Units
Stationary Units

The Limit filters break down the display further, by limiting the report display to only the specific units you wish to see. The available options are:

Production
Combat Units
Damaged Units
Stealthy Units

When you first enter the reports, all Include filter buttons are active, and all units will be displayed. To narrow down the list, click on the appropriate filter buttons. For example, if you wish to see only Air Units that are damaged, click the filter buttons to deselect all but Air Units, and then click the Limit - Damaged Units button. The report will then display all Air Units that have been damaged.

MAIN GAME SCREEN



Files Button:
Clicking on the Files button opens the Load/Save Menu and allows you to either save the game in progress or load a previously saved game.

Preference Button:
Clicking the Preference button opens a menu of various game options, each of which will be discussed separately below:

Music/Sound Effects Sliders:
Use the Music and Sound Effect Sliders to adjust the volume to a comfortable level for your system.

Reverse Channels:
Clicking the Reverse Channels checkbox will reverse the sound output to your speakers so that, in effect, the left channel becomes the right and visa versa. Use this option if the sound effects seem to be coming from the wrong speaker.

AutoSave:
The Auto Save option allows you to select the frequency at which games are automatically saved during play. The default auto save is 1, meaning the game will be saved every turn. Auto-saved games are always saved in the number 10 slot of the Save Menu.

IPX Socket:
If your computer is connected to a network, this field will display the current IPX socket that the game will use to communicate over the network.

Animate Effects: The Animate Effects button is used to stop or start various game animations. On slower systems, game speed may be drastically improved by turning the animation effects off.

Quick Scroll:
Quick Scroll adjusts the speed at which the map will move when you are scrolling. Experiment with both speeds, and choose the one you feel most comfortable using.

Follow Unit: When clicked, this feature will cause the map display to scroll automatically to follow the selected unit's movement.

Click-To-Scroll:
This governs the way map scrolling is initiated. When clicked,

Click-To-Scroll requires the left mouse button to be clicked and held during scrolling. When off, the default, the map will scroll automatically when the cursor is brought to the edge of the screen.

Fast Unit Moves:
A unit's movement in M.A.X. can be displayed in two ways. When Fast Unit Moves is selected, the unit will move much more quickly, but in a more unrealistic way.

Player Name:
Clicking in this field allows you to change your player name at any time during the game.

Turn Timer:
The Turn Timer Display shows the current length, in seconds, for each turn. This option can be adjusted in the New Game Setup Screen, under "Options: Turn Timers."

End Turn Timer:
This regulates how much time you are given to wrap up your turn after your opponent has ended turn. For example, if the turn timer is set to three minutes and the end turn timer is set to one minute, you have three minutes for your turn until someone ends their turn, in which case the timer switches to one minute.

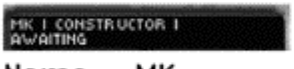
Victory Limit:
The Victory Limit shows the number of turns or points required to win. This option must initially be set in the New Game Setup Screen, under "Options: Victory Conditions."

Coordinate Display:
At the bottom of the Map Window a small LCD displays the map coordinates currently under the cursor. The coordinate system is based on a standard x,y grid, with coordinate 0,0 at the top left of the map. X-coordinate measures from left to right and Y-coordinates from top to bottom. The coordinates system can be better understood by toggling the Grid display button.

End Turn Button:
The end turn button is used to end the current turn when you have finished issuing commands. Depending on the play mode, the timer settings, and the type of opponent, clicking End Turn will do one of several things:
If you are playing in "Turn-Based" mode, clicking End Turn will give control over to the other player. You then must wait for your opponent(s) to finish their turn(s). This is the normal system for most turn based games. If you are playing in "Simultaneous" mode, all players take their turns at the same time. In a battle between two opponents, when one player clicks the End Turn button, the turn timer resets to the END Turn time (default 45 seconds.) The other player must then complete his/her turn within the remaining time. With more than two players, the End Turn Timer does not start until only one player is left that has not clicked the End Turn Button.

Turn Counter:
The Turn Counter Display shows the number of the Current Turn.

Unit ID Window: The Unit ID window displays the currently selected unit, along with a variety of useful information. Different units may display different types of information, as detailed below:



Name -- MK:
In the upper lefthand corner of the Unit ID window, the name of the currently selected unit is displayed. The color in which the name is displayed will be the same color as the team color for that player. You may click on this field and then type in a new name for the unit if you prefer. Next to the unit name is the MK1 (Mark 1) Number. Initially all units are Mark I technology, but may be increased through the purchasing of upgrades or through research.

Hits:
The total number of Hits the vehicle has is displayed, with any hits lost "grayed out."

Cargo:
Some units like the Constructor, Engineer, and Storage buildings have a cargo bay to hold resources such as Materials, Fuel or Gold. Resources are indicated by two numbers, such as 20/60. The first number indicates the amount of resource presently contained in that unit. The second number indicates the total amount of that resource available to the complex units. An example of this is a complex that has five storage units, each with a capacity of 50 materials. In this case, if all storage was full, the display might read 50/250, indicating that the selected storage unit is holding 50 material, with a total of 250 Material available to the complex. (This example neglects the fact that Mining Stations each may hold up to 25 materials.)

Speed:
Displays the movement points allowed for that vehicle, and become "grayed out" as they are used.

Power:
The Display for Power generators and Power Stations is similar to Cargo Display, displaying the amount of Power produced by the selected generator, next to the Total production within the complex. Thus a display of 1/5 means that the selected generator is producing one unit of power per turn, with a total of 5 power available to the complex.

Ammo:
The Ammo display shows the amount of ammunition contained in the unit. When a unit runs out of ammunition, it must be reloaded by loading the unit into a Depot, Hangar, or Dock as appropriate.

Shots:
The Shots display shows the number of shots that can be fired per turn. Most units cannot move and fire in the same turn, and so the amount of shots per turn will be reduced as the unit moves. If a unit is capable of two shots per turn, and moves a little way, it may still fire one shot. If it were to move a bit further, it would lose the second shot and have to wait until the next turn to fire. Some units, such as the Scout, Fighter, and Ground Attack Plane, are always able to move and fire during the same turn, even if all of their movement points are used up.

Center Button:
Clicking the Center button will center the currently selected unit on the screen.

Lock Button
The lock button is used to display several enemy unit's range and/or scan at the same time, and is used in conjuction with the Range and Scan buttons. To use, click the Lock button, and then click on the enemy units whose range or scan circles you wish to see. Each enemy unit selected on will then display their range/scan circles. To deselect a unit, simply click on it again. To turn off the enemy range/scan display, click the Lock button again. Note: Some units have very large scan circles, and you may need to zoom out to view them.

[?] Question Mark Help Button:
Click on this button to activate help. Your cursor will change into a question mark. Now click on any onscreen item to receive help information.

Prev - Next - Done Buttons:
These buttons may be used to cycle through your units; clicking Prev selects the previous unit you looked at, the Next displays the next unit. Clicking the Done button tells the selected unit that no more orders will be given to it, and it will proceed with any outstanding order.

Reports Button:
Clicking the Reports button will open a panel of buttons for each of the various report functions in M.A.X.

Chat Button (multiplayer only): During a multiplayer game, you may send messages to all your opponent(s) by clicking the Chat button and then typing in your message in the Chat window that opens.

Zoom:
The zoom buttons adjusts the resolution of the Main Map Display window. There are many levels of zoom, ranging from a very close-up view to a view zoomed out to display the entire map within the display window.

Display Buttons:
Each of the Display Buttons are toggles which activate a visual display of some kind on the Map Display Window.

Survey:
When selected, the Survey toggle will display all known resource information that has been gained from your surveyors. This toggle is especially useful in guiding your constructor to the proper location to begin construction of a new mining station.

Status:
The Status button displays a unit's Movement and/or Shots status by placing icons at the bottom of each mobile unit. When the display is turned on, any unit with available movement points will display a small green arrow. Units that have a Shot available will display a small explosive "shell". Units with no movement or shots available will not display any status icon.

Colors:
The Colors button will place a colored box around each unit to make it easier to determine your units from the enemies. The colors will match the team colors of each player. This option is especially useful when playing in the higher zoom levels, where the normal unit colors can be hard to see.

Hits:
When the Hits button is active a small bar graph will appear above each unit, showing if the unit has taken any hits from enemy fire. The graph will be green if the unit has not taken a substantial number of hits. As the unit takes more hits, the graph will change to Yellow, indicating the unit has been slightly damaged, and change to red if the unit has taken severe damage.

Ammo:
When the Ammo display is selected, each unit that contains ammo will display a small bar graph indicating the percentage of ammo remaining. Units may be reloaded with a supply truck, or by loading the unit into a depot, dock or hangar, as appropriate.

Range:
When the Range display is activated, any unit that is capable of firing will display a red ring outlining the unit's effective firing range.

Scan:
The Scan display shows the selected unit's scan range, or how far that unit can see.

Names:
The Names button, when selected, will display the name of each unit and structure on the map.

MiniMap:
The Mini-Map can display the entire map within its boundary, or be zoomed to detail a specific location. Movement orders may be given on the Mini-Map, by first selecting the unit you wish to move and then right-clicking the spot on the Mini-Map to which you wish the unit to move.

2x button:
Zooms the Mini-Map by a factor of 2.

TNT button:
When selected, only units with weapons will be displayed on the mini-map. Construction equipment and other non-offensive units will not be displayed.

MAIN MAP DISPLAY WINDOW

The Main Map Display Window is where most of the game takes place.

The window has many levels of zoom which can be adjusted by using the Zoom Bar on the control panel, or by hitting the - or + key to lower or raise the zoom level. In all but the lowest zoom level, where the entire map is displayed, the map may be scrolled by moving the mouse cursor to the edge of the map in the direction you wish to scroll. Alternatively, the Arrow keys on your keyboard will provide the same function. You may instantly jump to any location on the map by left clicking the appropriate spot on the MiniMap.

To select a Unit, simply left-click on it. A highlighted box will be displayed, indicating that the unit is now selected as the active unit. Moving the cursor, you will notice it change to a green "Go" Cursor. Left-clicking will order the unit to begin driving to that location. (Alternately, right-clicking on the mini-map will order the selected unit to drive to that location.)

Once a unit is selected, clicking on the unit again will open the Unit Command Buttons. Depending on the unit, different command buttons will appear, relating to that unit's various functions.

Setting Locations:
From time to time, you may wish to save a particular screen location so you may quickly and easily get back to that location without an undue amount of scrolling. To save a location, hold the ALT key and then hit F5, F6, F7 or F8. You may then hit the corresponding F key (without holding ALT) to pop the screen to the saved position.

Cursor Displays:
As you play M.A.X., the cursor will change periodically to display the functions that will be performed if the mouse is left-clicked.

•The green "GO" cursor indicates that the selected unit will begin driving to that location if the left-mouse button is clicked.
•The red "Targeting" cursor will appear when you have a fighting unit selected, and you bring the cursor over an enemy unit that is within your units firing range.
•The yellow "Targeting" cursor will appear when the enemy is not within your unit's firing range; it signifies that your unit will first move until it is within range, and then fire.

GAME ELEMENTS

Surveying:
As in real life, nothing can be accomplished in M.A.X. without raw materials with which to raise structures and build vehicles. Each player can use a surveyor to search the land and locate the local deposits of raw materials, fuel, and gold. It is then up to the player to plan how to best retrieve and utilize these natural resources.

Mining:
Once surveying has pinpointed a location rich in raw materials, fuel, and/or gold, move a constructor to the area to build a mining station. Mining stations bring these resources to the surface and render them down into usable form. Raw materials are used to build new units and structures, make ammunition and perform repairs. Fuel is used to support power plants. Gold, once refined, is used to purchase upgrades for your units. Mining stations and storage units can TRANSFER materials to other units, such as constructors and engineers. Each mining station can mine the resources on the four squares upon which it is located.

Make sure you provide storage structures for your products. Buildings must be connected to a mine to utilize its products. Long games with large complexes require several mining stations to bring in enough resources each turn to operate smoothly.

Scouting:
Scouts are fast, can travel long distances, and have a large scan range, and so are very useful in finding enemy units and installations. Although they are lightly armored and cannot take many hits, their ability to move and shoot can make them formidable attack units in their own right. Upgrading your scout's scan range and firepower can be a very effective strategy for early detection and even elimination of the enemy in the early parts of a mission.

FACTORIES

Factories include such structures as the Light Vehicle Plant, Heavy Vehicle Plant, Air Units Plant and Shipyard. Each kind of factory differs in the types of units it produces, but all factories are similar in their basic operational features:

• All factories consume 1 unit of power and 3 units of raw materials during each turn in which they are building.

• All factories contain a "build queue," so any number of vehicles can be built in any order desired, one at a time.

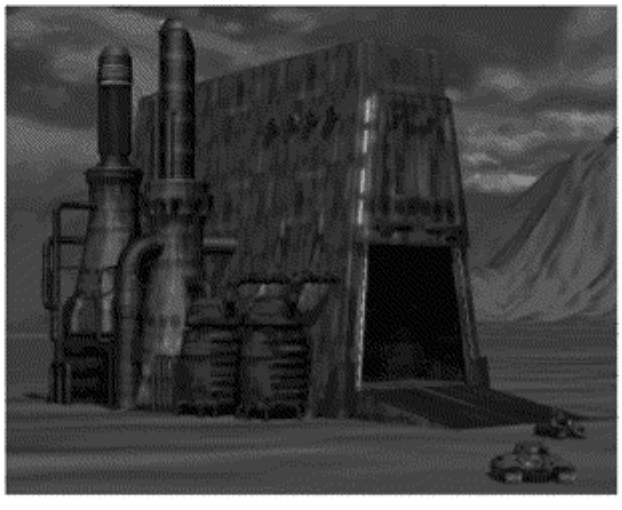
• Each factory builds units based on the software specifications for each unit. Upgrades to individual units are accomplished by means of software upgrades purchased by refining gold reserves.

LIGHT VEHICLE PLANT

Armor: 8
Hits: 56
Scan 3
Cost: 20
Turns to build: 10

Light Vehicle Plants build a variety of important light support vehicles essential to the game, and are usually one of the first factory types completed upon landing on a new planet. Light Vehicle Plants can build Scouts, Surveyors, Engineers, Repair Units, Supply Trucks, Fuel Trucks, Gold Trucks, Mobile Anti-Air, Mine Layers, Bulldozers, and Armored Personnel Carriers (APCs).

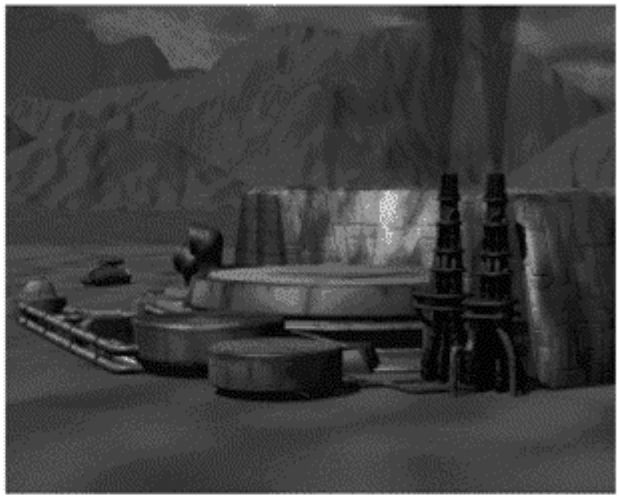
HEAVY VEHICLE PLANT



Armor: 8
Hits: 56
Scan 3
Cost: 40
Turns to build: 20

Heavy Vehicle Plants build support vehicles as well as all the heavy, land-based military units: Constructors, Scanners, Tanks, Assault Guns, Rocket Launchers, and Missile Crawlers.

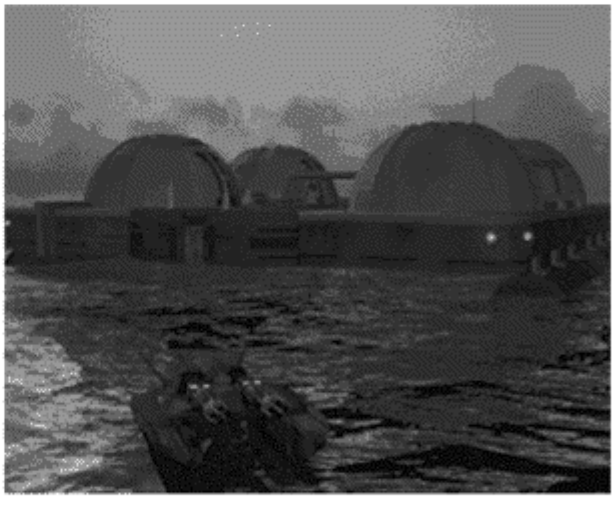
AIR UNITS PLANT



Armor: 8
Hits: 56
Scan: 3
Cost: 40
Turns to build: 20

Air Units Plants construct all the flying units in M.A.X.: Fighters, Ground Attack Planes, Air Transport, and AWACs.

SHIPYARD

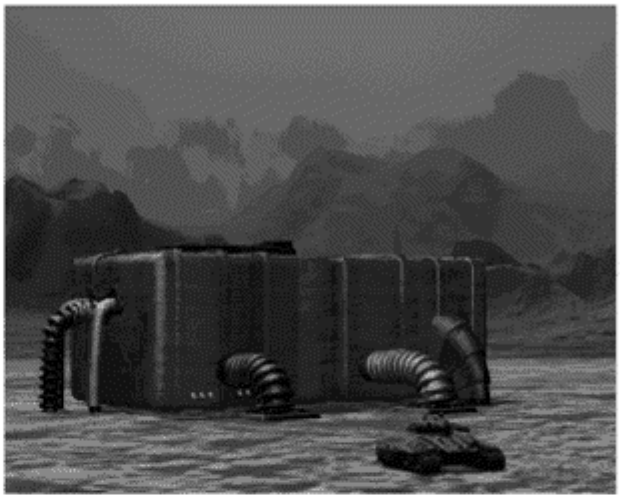


Armor: 8
Hits: 56
Scan: 3
Cost: 32
Turns to build: 16

Shipyards build the sea units in M.A.X.: Escorts, Corvettes, Gunboats, Submarines, Sea Transports, Missile Cruisers, Sea-Mine Layers, and Cargo Ships.

SUPPORT STRUCTURES

MINING STATIONS



Armor: 8
Hits: 56
Scan: 3
Cost: 20
Turns to build: 24

Mining Stations are large, self-contained structures capable of mining underground resources of available Raw materials, fuel and gold. Raw Materials are used for many purposes, such as construction, ammunition and repairs. Fuel is used by power plants and mined Gold can be later be refined and used for the purchase of unit upgrades.

Mining Stations can only be placed in locations in which sufficient underground resources exist. Location of resources is accomplished with the Surveyor unit, which scans any area it is moved into and places markers displaying the type and amount of any resource found, ranging from 0 to 16 units available per turn. Buildings must be connected to a mine to utilize its products. Long games with large complexes require several mining stations to bring in enough resources each turn to operate smoothly.

Each Mining Station has a built-in Storage Unit that will hold up to 25 Raw Materials. No provision is made to store Fuel or Gold within mining stations, so Fuel and/or Gold Storage buildings must be connected. Any resource mined without adequate storage is lost each turn.

Allocation: Mining stations are capable of mining a maximum of 16 units of resources each turn. If placed in an location where the

combined total of available materials is less than 16, the mining station will be limited in its production. When a new mining station is placed at a location, it automatically adjusts the ratio of materials it mines to conform to the needs of a complex. If, for example, a new factory is built and more fuel is needed, the mining station will automatically increase the ratio of Fuel production. In this way, the process of micro-managing your complexes resources is kept to a minimum.

If desired, you may override the automatic system and specify the ratio of Materials/Fuel/Gold by clicking on a mining station to activate its command buttons, and then clicking 'Allocate.' The complex Allocation Screen will open, allowing you to increase or decrease the mining of the various resources. Note that changes made in this screen reflect production values throughout the entire complex – that is, there are not individual allocation screens for each individual mining station.

MATERIALS STORAGE UNIT

Cargo: 50
Armor: 8
Hits: 14
Scan: 3
Cost: 4

The Materials Storage Unit is a large concrete bunker that can hold up to 50 units of surplus Raw Materials. Materials within a storage unit will be automatically used as needed by any connected factory. Materials may be also be transferred from Storage into certain vehicles like Constructors, Engineers, and Supply Trucks, by clicking once on the Storage Unit to select it, and then clicking again to open the Storage Units Command Buttons and clicking "Transfer."

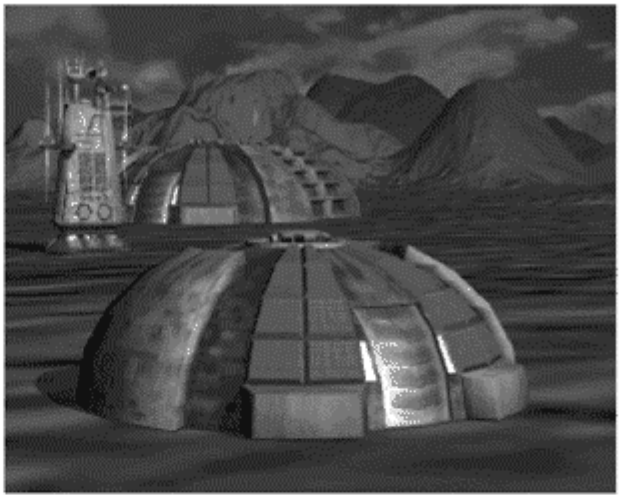
Note:
The unit does not have to be adjacent to the Material Storage Unit. The receiving unit can be anywhere as long as it is adjacent to any structure, or connector that is ultimately connected to the storage unit.

FUEL STORAGE UNIT

Cargo: 50
Armor: 8
Hits: 14
Scan: 3
Cost: 4

The Fuel Storage Unit holds up to 50 units of surplus fuel and will automatically allow any power plant to draw from this reserve as needed. Although Power Plants are the only units in M.A.X. that require fuel, a shortage of fuel can cripple your complex. It is often a good idea to construct Fuel Storage Units early in the game to build up a fuel reserve for later use.

GOLD STORAGE UNIT



Cargo: 50
Armor: 8
Hits: 14
Scan: 3
Cost: 4

The Gold Storage Unit holds up to 50 units of unrefined gold. Gold is added to storage automatically as it is mined, and will be removed automatically at the rate of five units per turn by any operating Gold Refinery. For every five units of gold refined, five credits are added to your account balance, which can then be used for purchasing upgrades to your units.

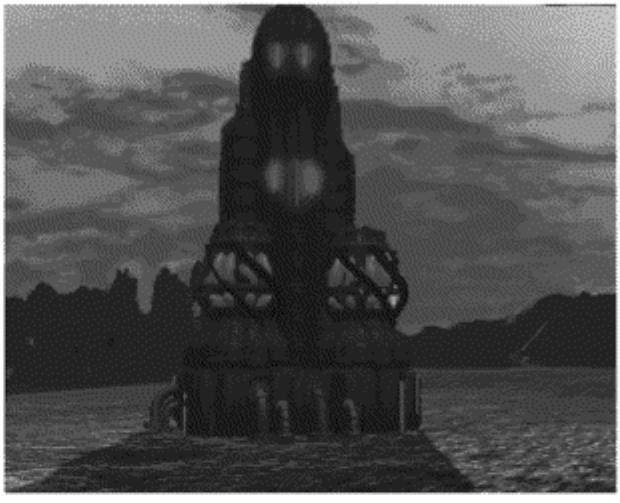
POWER GENERATORS

Output: 1 Unit of Power
Needs: 2 Fuel each Turn
Armor: 8
Hits: 14
Scan: 3
Cost: 8

The small size and quick construction of Power Generators make them a good choice towards the beginning of a mission. Each Power

generator takes four turns to build, and, when complete, will supply all the power requirements for a mining station or factory for a cost of two units of fuel per turn. Always be sure to plan ahead, and have Power Plants and fuel reserves available for each factory constructed.

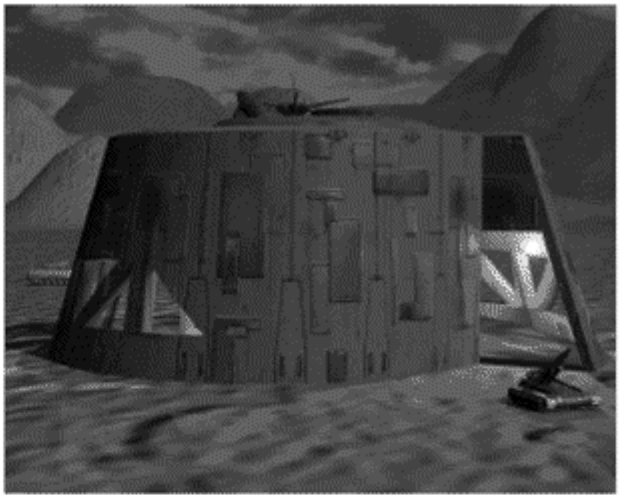
POWER STATIONS



Output: 6 Power Units
Needs: 6 Fuel
Armor: 8
Hits: 56
Scan: 3
Cost: 24

Much larger than Power Generators, Power Stations operate more efficiently, but take longer to build. Each Power Station can support the operation of six Mining Stations or Factories for the combined cost of only six fuel per turn.

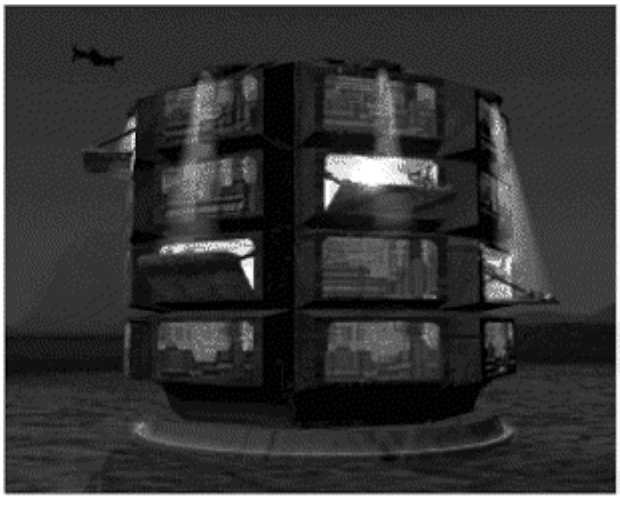
DEPOT



Armor: 12
Hits: 56
Scan: 3
Cost: 12

The Depot serves as a maintenance and storage facility for your land vehicles. Vehicles can be loaded into the depot and then repaired, resupplied with ammunition, and upgraded to current technology levels. As many of the functions of the Depot require access to Raw Materials, the Depot must be connected to your complex or have its own Materials Storage Building attached. Each depot has the capacity to service four vehicles.

HANGAR



Armor: 12
Hits: 56
Scan: 3
Cost: 16

The Hangar performs maintenance functions and allows convenient storage for your Air Force. Planes can be loaded into the Hangar and

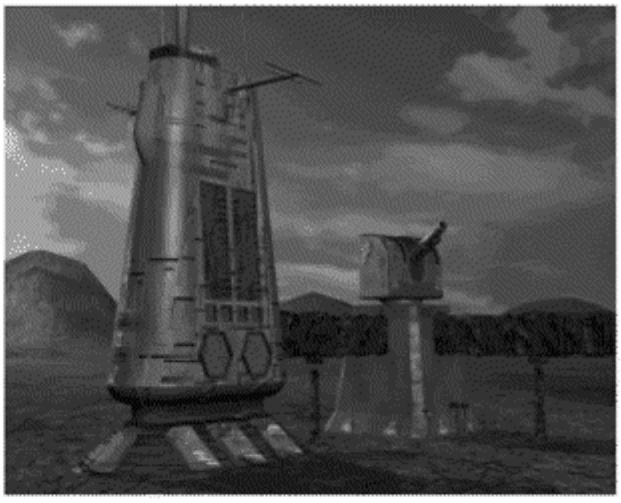
then repaired, resupplied with ammunition, and upgraded to current technology levels. As many of the functions of the Hangar require access to Raw Materials, the Hangar must be connected to your complex or have its own Materials Storage Building attached.

DOCK

Armor: 12
Hits: 56
Scan: 3
Cost: 12

The Dock performs maintenance functions and allows convenient storage for your navy. Ships can be loaded into a Dock and then repaired, resupplied with ammunition, and/or upgraded to current technology levels. As many of the functions of a Dock require access to raw materials, Docks must be connected to your complex or have their own Materials Storage Buildings attached.

GOLD REFINERY



Needs: 1 Power,
5 Gold per Turn
Armor: 8
Hits: 56
Scan: 3
Cost: 24

Refineries process gold reserves at a rate of five units of gold per turn. All refined gold is added to your account balance of available credits, with which you can purchase software upgrades for your units. To purchase upgrades, or check your account balance at any time, click on an operating refinery to activate its command buttons, then click on "Upgrade." All Refineries must be connected to both a power source and a supply of raw gold reserves.

CONNECTORS

Armor: 8
Hits: 14
Scan: 1
Cost: 2

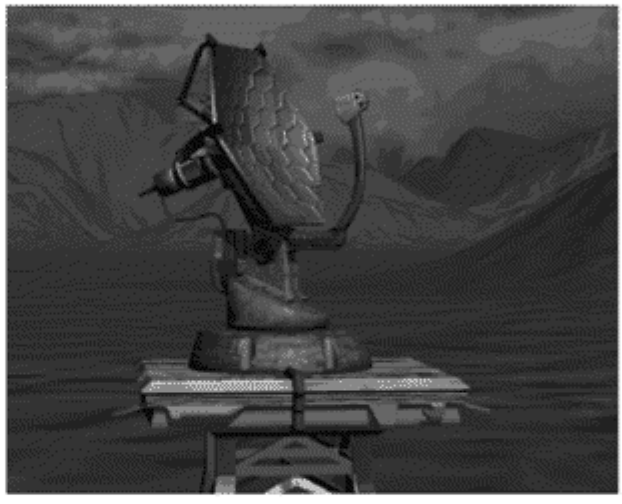
Connectors provide the skeletal framework of your complex, and serve to facilitate the transfer of materials, fuel, gold and power

between the various buildings and factories in a complex. Most structures in M.A.X. require connection to a supply of power and/or material resource, and will not operate until proper connection is made.

Structures that are adjacent to each other are connected automatically when constructed; in all other cases, connectors must be used to link the structures together.

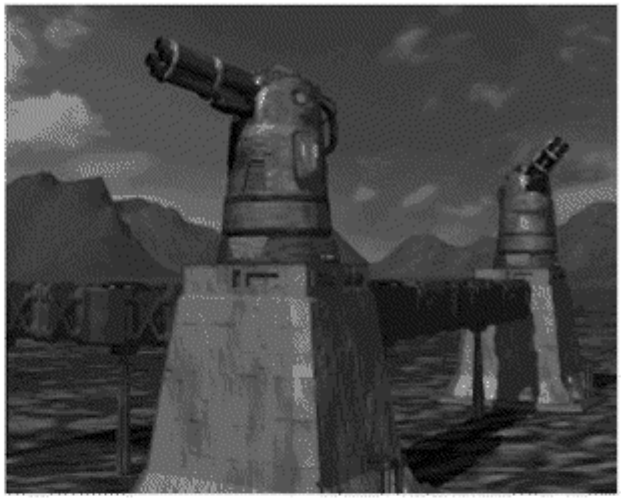
RADAR

Armor: 8
Hits: 24
Scan: 18
Cost: 18



An adequate radar network is essential in all but the simplest of missions, and the stationary radar is usually used in conjunction with mobile scanners to accomplish this task. Having the longest scan range of any unit in the game, stationary radars are the unit of choice for long range defense and surveillance.

ANTI-AIRCRAFT



Attack: 16
Shots: 2
Range: 8
Ammo: 20
Armor: 8
Hits: 24
Scan: 4
Cost: 12

Stationary Anti-Aircraft units provide long-range protection from enemy aircraft. Anti-Aircraft guns may be used as a general deterrent in various locations throughout your complex, but should also be placed at strategic locations to protect important structures such as mining stations and eco-spheres.

GUN TURRET

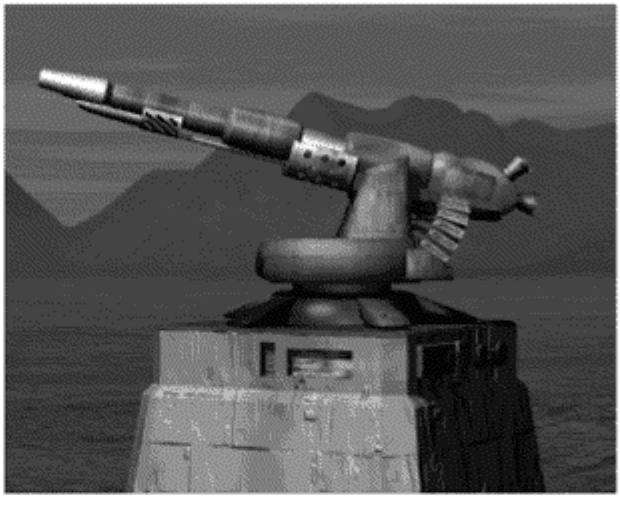
Attack: 16
Shots: 2
Range: 6
Ammo: 14
Armor: 12
Hits: 24
Scan: 4
Cost: 8

Cheap to build, heavily armored, and capable of two shots per turn, the Gun Turret is the defensive weapon of choice, especially in the early stages of a mission. Many an inexperienced M.A.X.

Commander has been killed by neglecting the protection a Gun Turret or two can provide to a fledgling complex. Turrets fire automatically to protect your holdings, but remember, a turret can't fire on what it can't see -- so it's important to have a scout, scanner, or radar nearby.

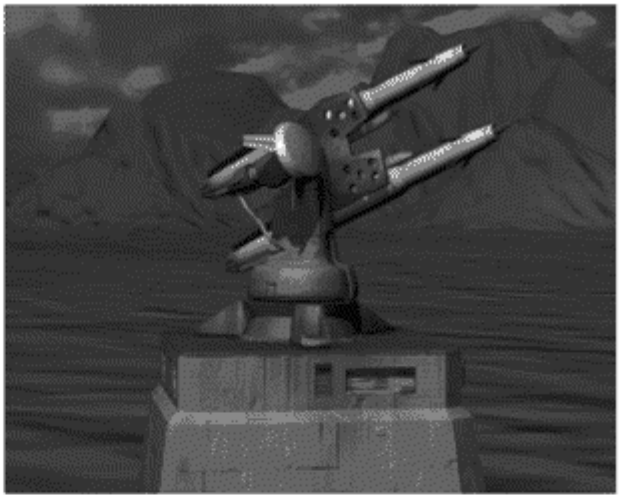
ARTILLERY TURRET

Attack: 18
Shots: 2
Range: 8
Ammo: 16
Armor: 9
Hits: 24
Scan: 4
Cost: 16



The artillery gun is a high-powered, medium-range cannon which serves as a compromise between the cheap, rugged gun turret and the expensive long-range missile turret.

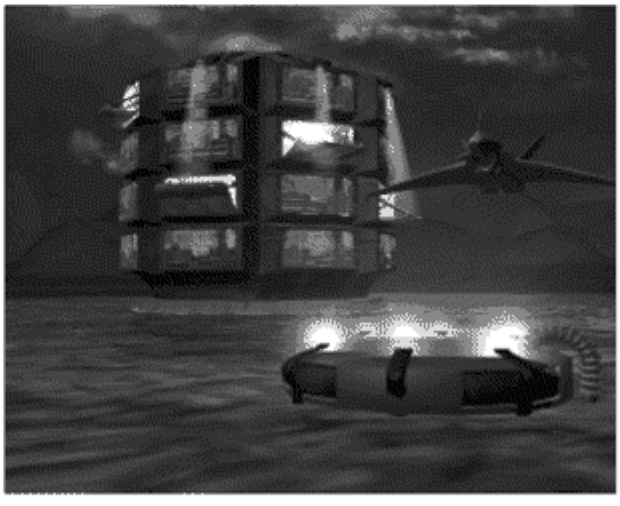
MISSILE LAUNCHER



Attack: 28
Shots: 1
Range: 11
Ammo: 10
Armor: 6
Hits: 24
Scan: 4
Cost: 24

Long-range missile launcher on a fixed mount. Excellent range and firepower, but possesses only slightly more armor than the mobile version. Best surrounded by gun turrets and anti-aircraft.

LANDING PAD



Armor: 8
Hits: 14
Scan: 3
Cost: 4

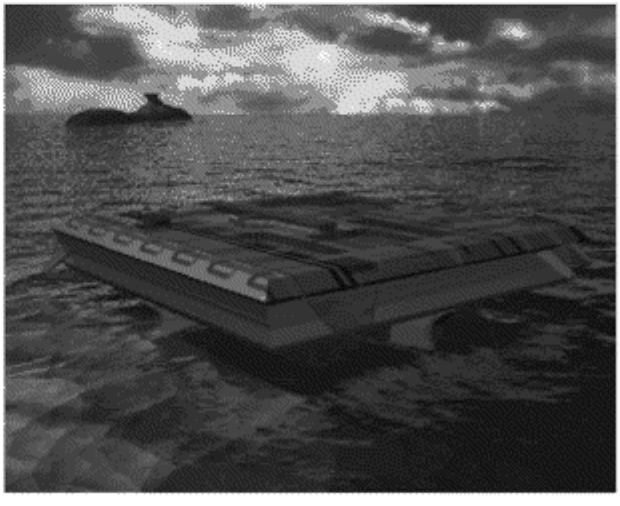
Landing facility for planes. Once landed, planes can be resupplied with ammo from a supply truck, and repaired with a mobile repair unit.

BRIDGE

Armor: 8
Hits: 20
Scan: 1
Cost: 2

This pontoon bridge allows land units to cross otherwise unpassable bodies of water.

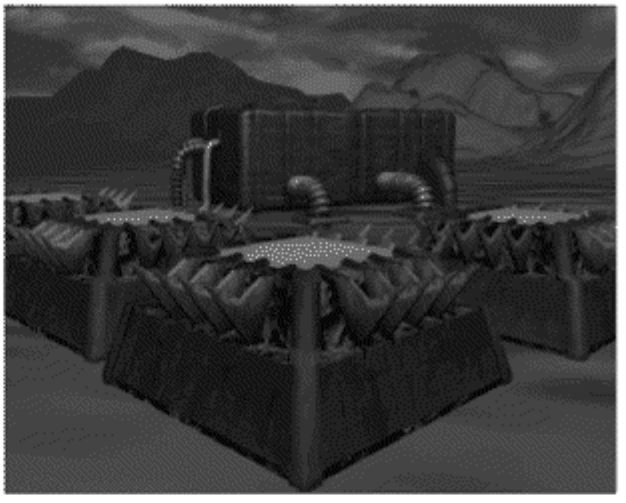
WATER PLATFORM



Armor: 6
Hits: 10
Scan: 1
Cost: 2

Provides a surface over water on which to construct other buildings, effectively extending your available building area.

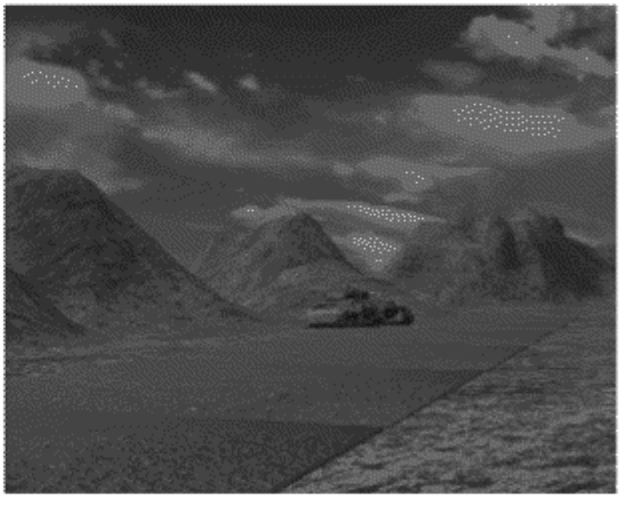
CONCRETE BLOCK



Armor: 12
Hits: 24
Scan: 1
Cost: 2

Just what it sounds like: a solid armored block useful for laying barricades and impeding enemy movement.

ROAD

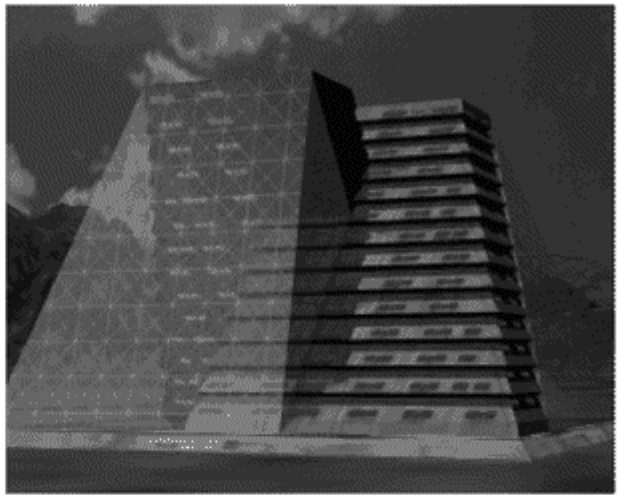


Hits: 2
Cost: 2

Units move twice as fast over roads as over raw terrain.

COLONIST STRUCTURES

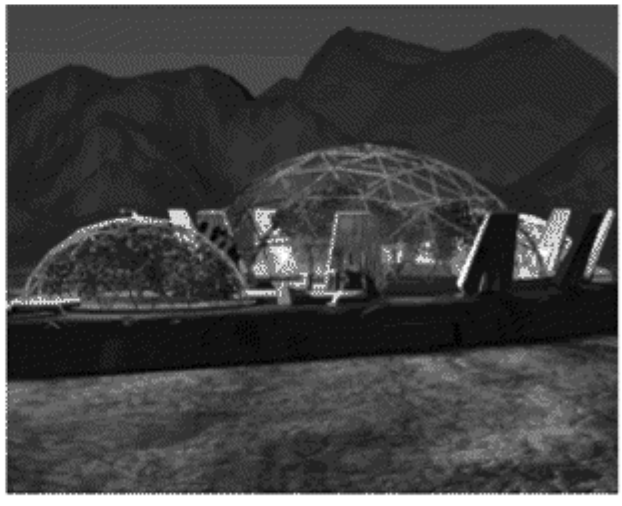
HABITAT



Produces: 3 Workers
Armor: 8
Hits: 56
Scan: 3
Cost: 20

Houses colonists. Colonists working in research centers, training halls, and eco-spheres require habitats.

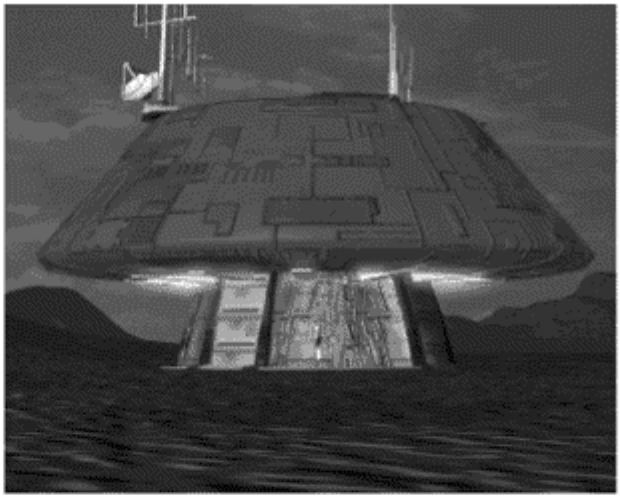
ECO-SPHERE



Needs: 1 Power, 1 Worker
Armor: 8
Hits: 56
Scan: 3
Cost: 20

Domed building containing an Earth-like environment. Your ultimate goal is to provide as many of these for your colonists as possible.

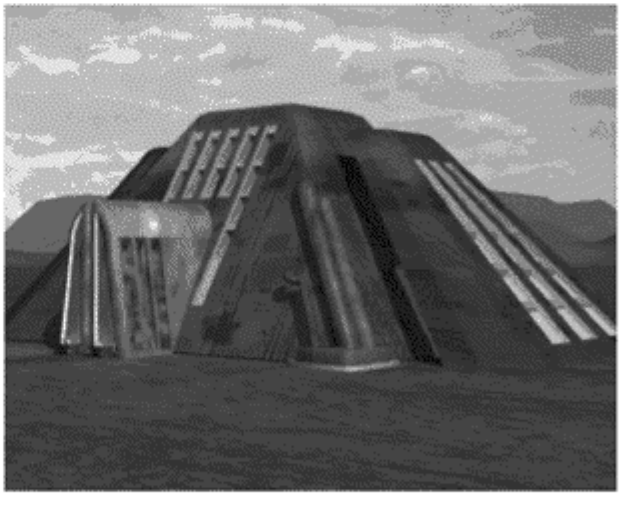
RESEARCH CENTER



Needs: 1 Power, 1 Worker
Armor: 8
Hits: 56
Scan: 3
Cost: 20

Conducts research to improve your units.

TRAINING HALL

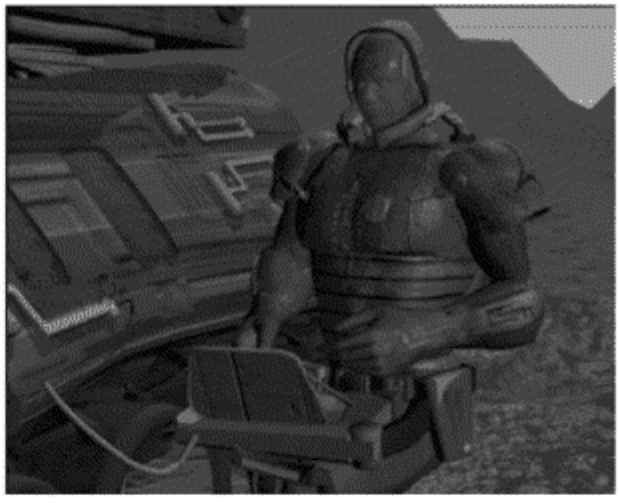


Needs: 1 Power, 1 Worker, 1 Material
Armor: 8
Hits: 56
Scan: 3
Cost: 20

Trains infiltrators and infantry. Infiltrators are stealth units who can disable or capture enemy units. Infantry carry shoulder cannons and can spot infiltrators.

HUMAN UNITS

INFILTRATOR



Attack: 6
Shots: 1
Range: 4
Ammo: 12
Armor: 2
Hits: 8
Scan: 4
Speed: 5
Cost: 27

Commando trained in the arts of stealth and electronic warfare. Capable of disabling or capturing enemy units, infiltrators are normally invisible to the enemy until they make a mistake trying to capture enemy units, or until spotted by infantry or other infiltrators, or until they fire on any enemy units. Infiltrators can also detect land mines, but they cannot disable them.

INFANTRY

Attack: 16
Shots: 1
Range: 4
Ammo: 12
Armor: 2
Hits: 8
Scan: 4
Speed: 5
Cost: 6

Human soldiers equipped with light anti-tank shoulder weapons. Infantry can spot enemy infiltrators.

CONSTRUCTION VEHICLES

CONSTRUCTORS

Cargo: 60
Uses: 2 Materials per Turn
Armor: 6
Hits: 24
Scan: 3
Speed: 6
Cost: 18

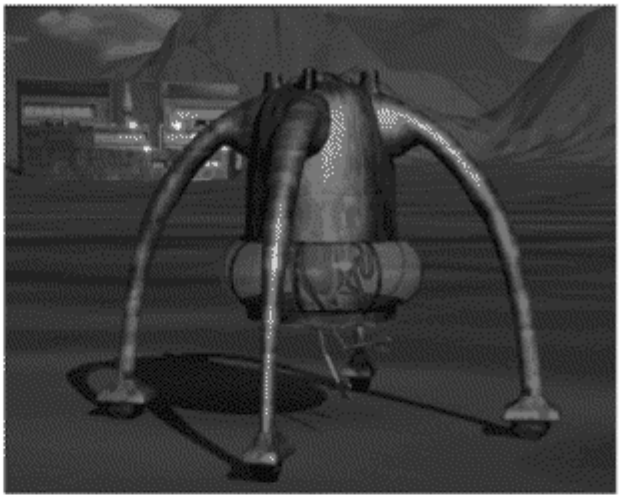
Large construction vehicle for creating large buildings, such as mines and factories. Constructors can move on land and sea.

ENGINEER

Cargo: 40
Uses: 2 Materials per Turn of Building
Armor: 4
Hits: 14
Scan: 3
Speed: 6
Cost: 18

Small construction vehicle useful for creating small buildings and stationary weapons. Engineers can move on both land and sea.

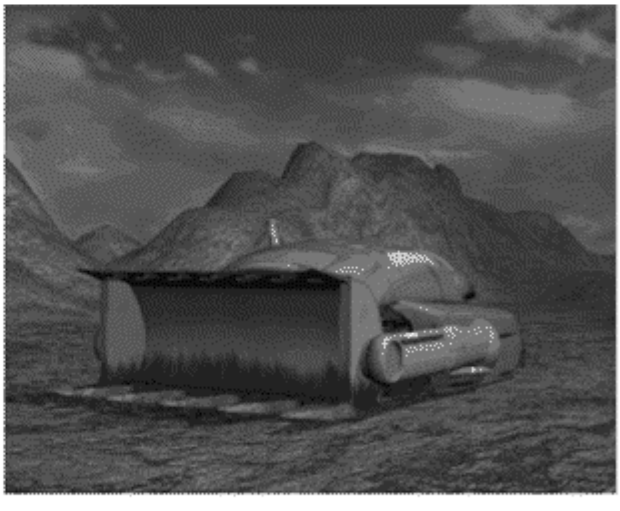
REPAIR UNIT



Cargo: 30 Materials
Armor: 4
Hits: 20
Scan: 3
Speed: 7
Cost: 15

Light vehicle which can rapidly repair ground units and buildings. It needs to have a supply of raw materials in order to do the repairs.

BULLDOZER



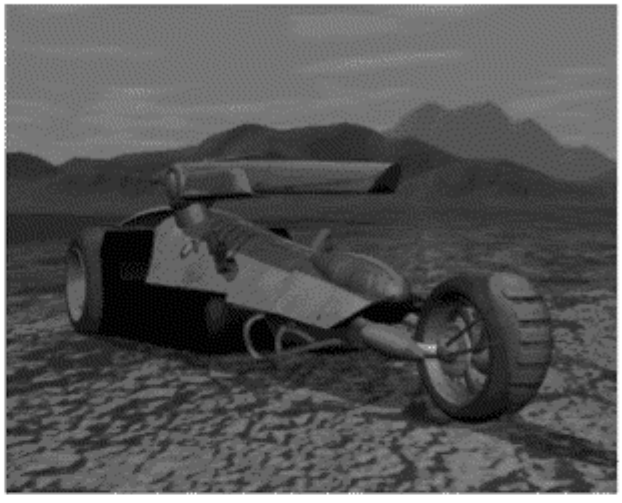
Cargo: 16
Armor: 4
Hits: 12
Scan: 3
Speed: 7
Cost: 15

Vehicle for clearing rubble and demolishing buildings. Bulldozers can scavenge material from debris.

SUPPORT VEHICLES

SCOUT

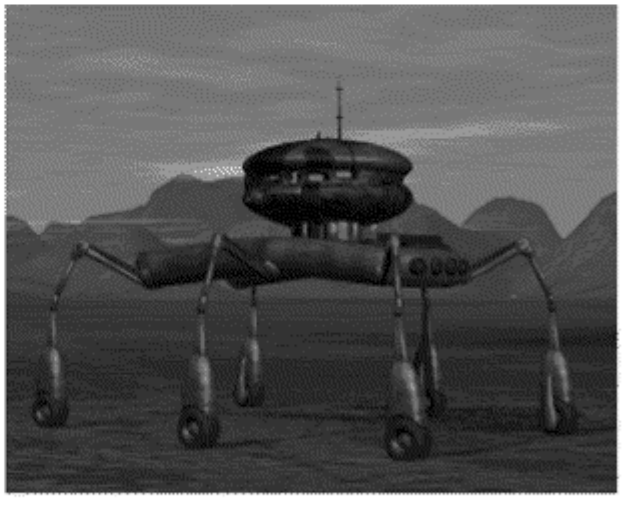
Attack: 12
Shots: 1
Range: 3
Ammo: 10
Armor: 4
Hits: 16
Scan: 9
Speed: 12
Cost: 9



High-speed scouting vehicle for exploration and spotting enemy units. Can cross water without a bridge, but is faster on land. Very fast and good scan range, but much weaker than most combat units.

SURVEYOR

Armor: 4
Hits: 16
Scan: 3
Speed: 7
Cost: 9



Light amphibious vehicle with sophisticated sensors for detecting underground minerals and enemy mines. Surveyors spot minerals under the ground -- to find a good place for a mining station, move the surveyor around until you find sites which contain resources. Surveyors can travel on land and sea.

SUPPLY TRUCK

Cargo: 50
Armor: 4
Hits: 24
Scan: 3
Speed: 7
Cost: 12

Truck for hauling raw material. Useful for resupplying engineers, constructors, and repair units, and for supplying combat units with new ammunition.

FUEL TRUCK

Cargo: 50
Armor: 4
Hits: 20
Scan: 3
Speed: 7
Cost: 12

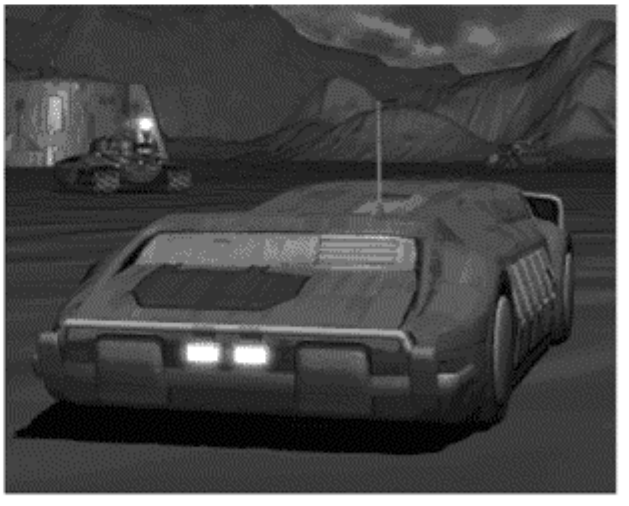
Truck used for transporting fuel.

GOLD TRUCK

Cargo: 50
Armor: 4
Hits: 24
Scan: 3
Speed: 7
Cost: 12

Unit for moving gold ore from one location to another.

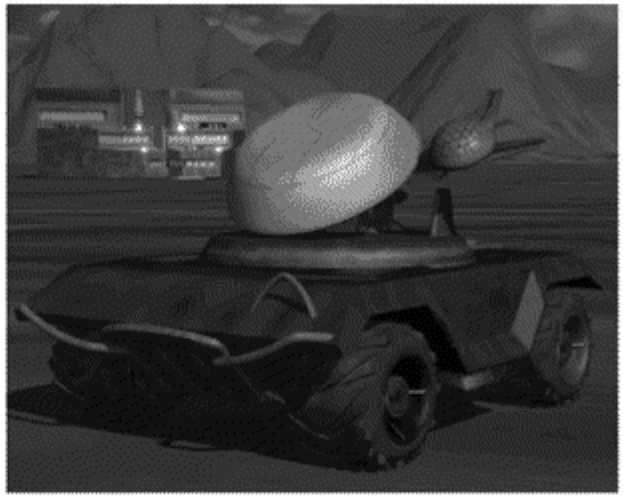
ARMORED PERSONNEL CARRIER



Armor: 8
Hits: 24
Scan: 4
Speed: 9
Cost: 12

A fast armored vehicle to transport infiltrators and infantry over land and sea. Only enemy corvettes can detect a submerged APC.

SCANNER



Armor: 4
Hits: 24
Scan 14
Speed: 7
Cost: 12

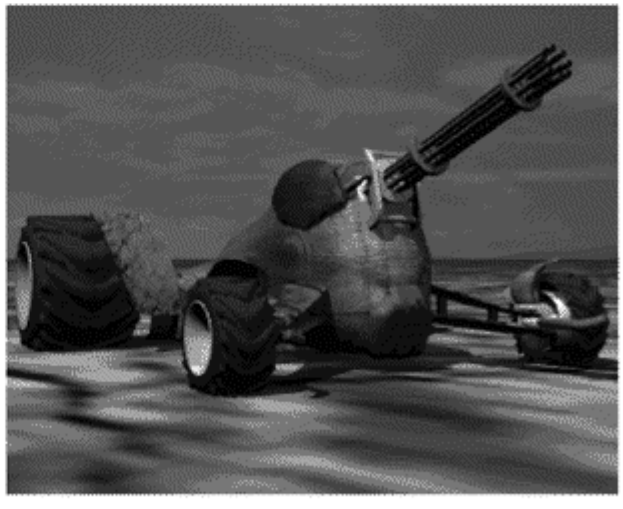
Mobile radar platform. Slower and more expensive than a scout, but with a better scan range.

COMBAT VEHICLES

MOVING AND FIRING

A note on vehicles capable of battle: Most fighting units can either fire or move, but not always both. The further a vehicle moves the less firepower it has available that turn, and vice versa. For example, if you don't move a tank, it can fire twice each turn -- if you move it a short way, it can fire once -- if you move it a long way, it can't fire at all.

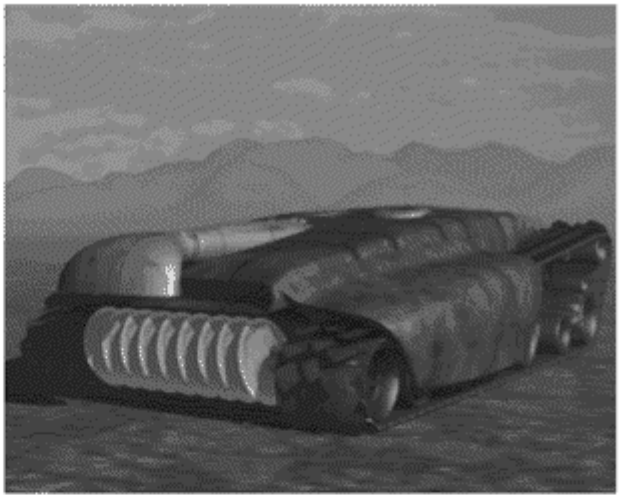
MOBILE ANTI-AIR



Attack: 22
Shots: 1
Range: 7
Ammo: 10
Armor: 4
Hits: 24
Scan: 4
Speed: 7
Cost: 18

Lightly-armored vehicle equipped with a rapid-fire gun to shoot down enemy planes.

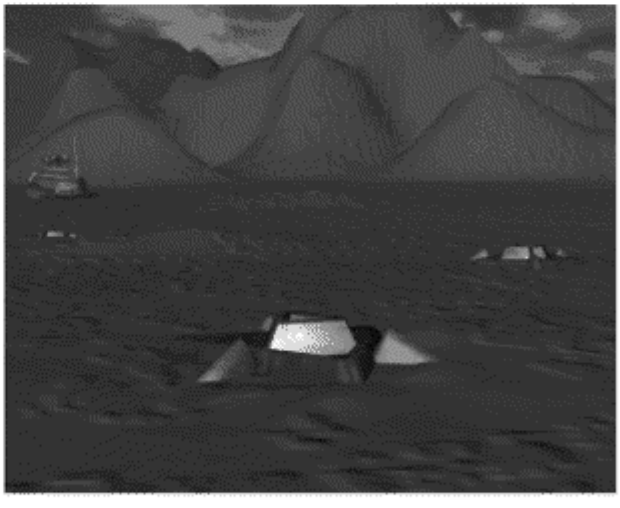
MINE LAYER



Cargo: 16
Armor: 4
Hits: 24
Scan: 4
Speed: 7
Cost: 9

Slow, lightly-armored vehicle designed specifically for placing land mines. It can also detect and remove land mines, and in the process converts the mines into raw materials.

LAND MINE



Attack: 28
Hits: 2
Scan: 1
Cost: 2

Small, hard-to-detect explosive device triggered by contact. Invisible to enemy units except surveyors, mine layers, and infiltrators.

Note: Your units will safely traverse an area which you have mined yourself.

TANK

Attack: 16
Shots: 2
Range: 4
Ammo: 14
Armor: 10
Hits: 24
Scan: 4
Speed: 6
Cost: 12

Heavily-armored fighting vehicle. Best used in the front line to prevent enemy units from reaching lightly-armored support units such as assault guns and rocket launchers.

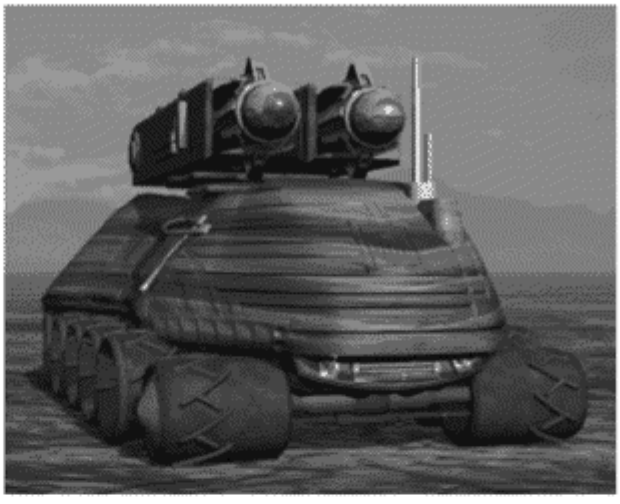
ASSAULT GUN

Attack: 18
Shots: 2
Range: 6
Ammo: 14
Armor: 4
Hits: 24
Scan: 5
Speed: 12
Cost: 24

Lightly-armored vehicle with a long-range gun firing high-explosive shells. Fast and effective on the attack, but fragile.

ROCKET LAUNCHER

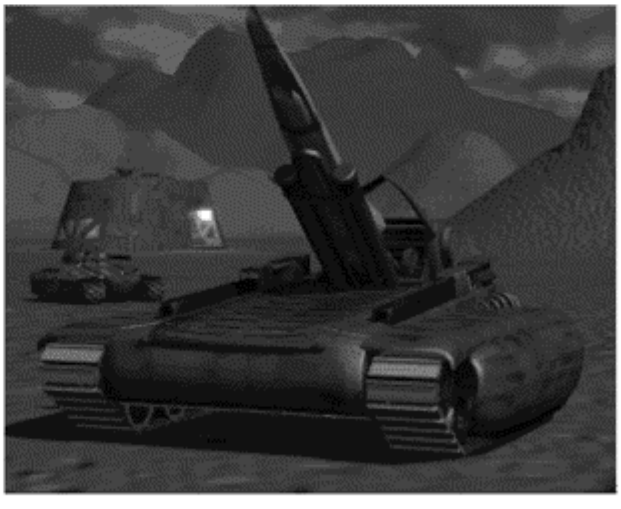
Attack: 15
Shots: 2
Range: 7
Ammo: 16
Armor: 4
Hits: 24
Scan: 4
Speed: 6
Cost: 24



Lightly-armored vehicle firing medium-range rockets which affect all units within two squares of the target. Most effective against groups of enemy units.

MISSILE CRAWLER

Attack: 22
Shots: 1
Range: 10
Ammo: 6
Armor: 4
Hits: 24
Scan: 4
Speed: 6
Cost: 36



Missile launcher on a lightly-armored chassis. This mobile launcher is slightly less sturdy than the stationary version, and requires more material to build. However, the ability to move makes it much more flexible.

AIRCRAFT

Note:
Once aircrafts are created in an Air Unit Plant, they can fly to any square within their range, whether over land or sea. They can also "park" in any square; they do not have to return to an airbase or landing strip at the end of each turn.

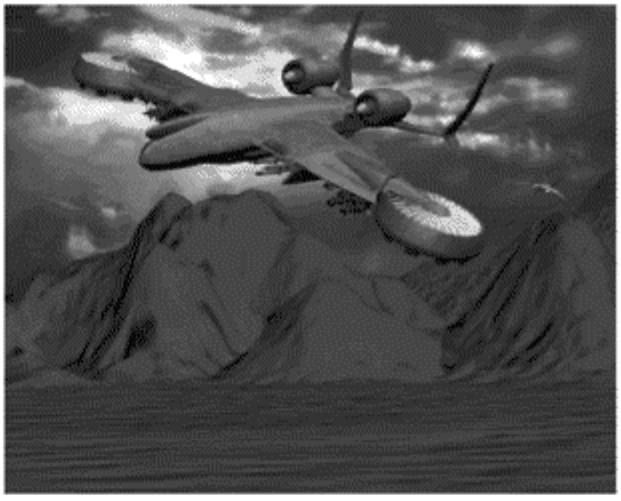
FIGHTER

Attack: 16
Shots: 1
Range: 5
Ammo: 4
Armor: 4
Hits: 12
Scan: 5
Speed: 24
Cost: 24

A swift and efficient craft when pitted against other aircraft, but cannot attack targets at sea or on the ground.

GROUND ATTACK PLANE

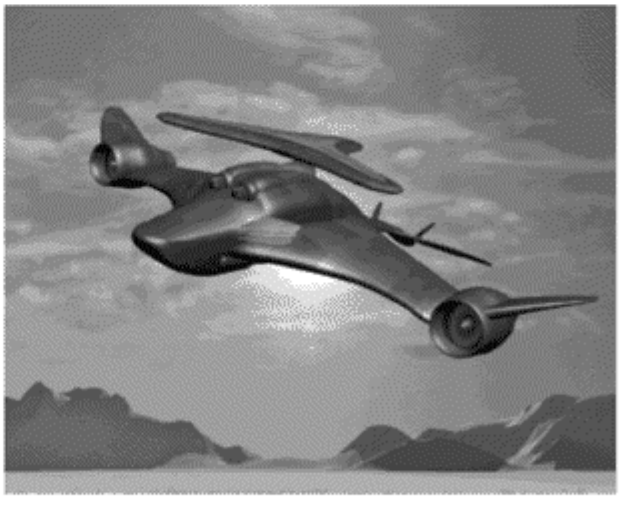
Attack: 18
Shots: 2
Range: 4
Ammo: 12
Armor: 4
Hits: 18
Scan: 5
Speed: 18
Cost: 30



A heavy ground-attack plane. Fast and immune to attack from all but fighters and anti-aircraft units, but cannot attack other planes.

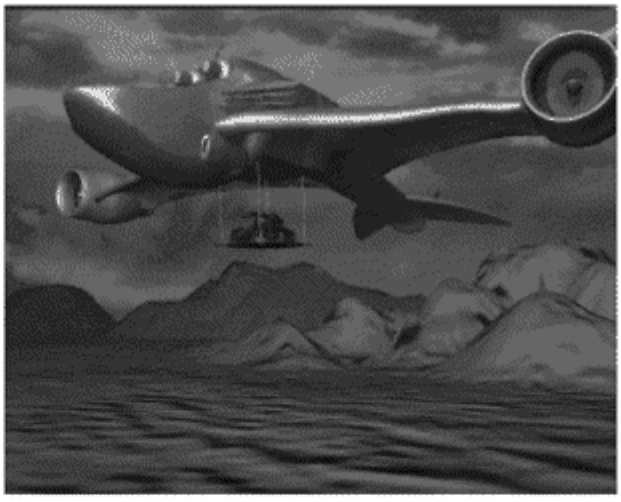
AWAC

Armor: 4
Hits: 18
Scan:12
Speed: 18
Cost: 18



"Flying radar" – your eyes in the sky.

AIR TRANSPORT

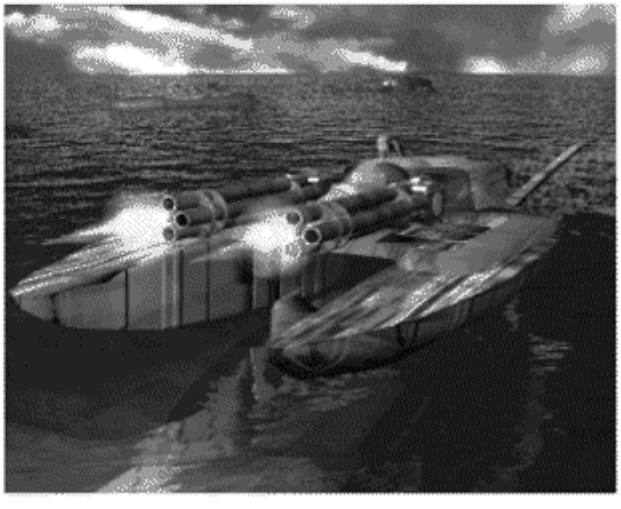


Armor: 4
Hits: 18
Scan: 5
Speed: 18
Cost: 18

Capable of transporting three ground units -- sea transport carries more units at a time but air transport is quicker.

SHIPS

Escort



Attack: 22
Shots: 1
Range: 7
Ammo: 24
Armor: 6
Hits: 32
Scan: 10
Speed: 11
Cost: 18

High-speed boat with good radar and rapid-fire anti-aircraft cannon. Escorts are the eyes of a fleet, and a fleet's protection from planes.

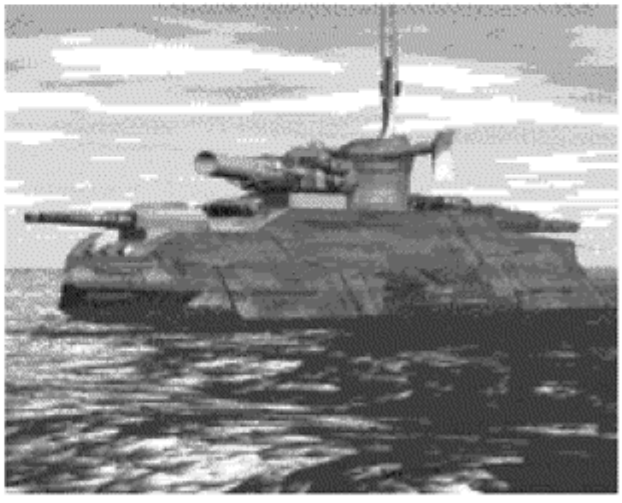
CORVETTE

Attack: 14
Shots: 2
Range: 5
Ammo: 14
Armor: 7
Hits: 32
Scan: 5
Speed: 11
Cost: 18

High-speed boat with torpedo tubes and sonar. Corvettes can attack any sea unit, but their real strength is their ability to spot and attack submarines.

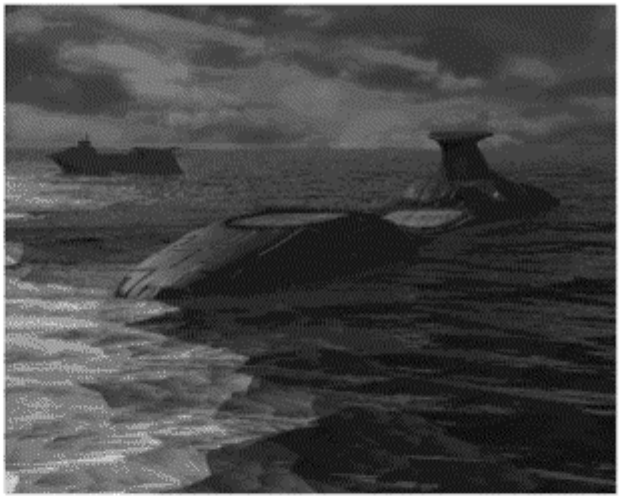
GUNBOAT

Attack: 20
Shots: 2
Range: 8
Ammo: 14
Armor: 14
Hits: 36
Scan: 4
Speed: 7
Cost: 24



Heavily-armored ship with a high-caliber, medium-range cannon. Excellent at destroying other ships and bombarding shore targets.

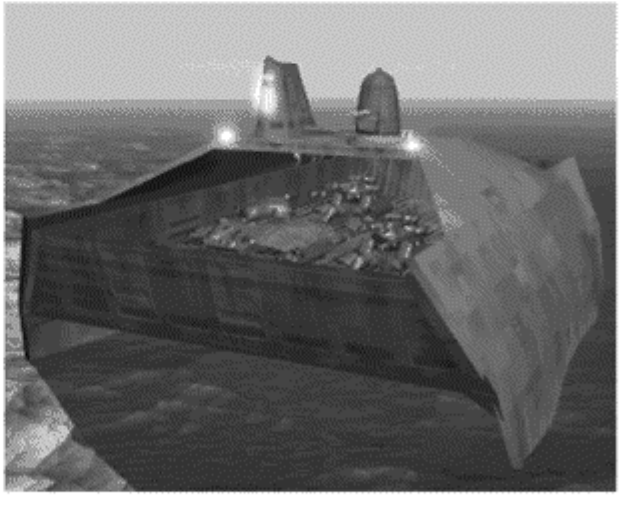
SUBMARINE



Attack: 24
Shots: 2
Range: 4
Ammo: 16
Armor: 2
Hits: 24
Scan: 6
Speed: 9
Cost: 18

Lurking beneath the surface, submarines must sneak close to the enemy to fire their powerful torpedoes. Only submarines, corvettes, and ground attack planes can see or attack submarines.

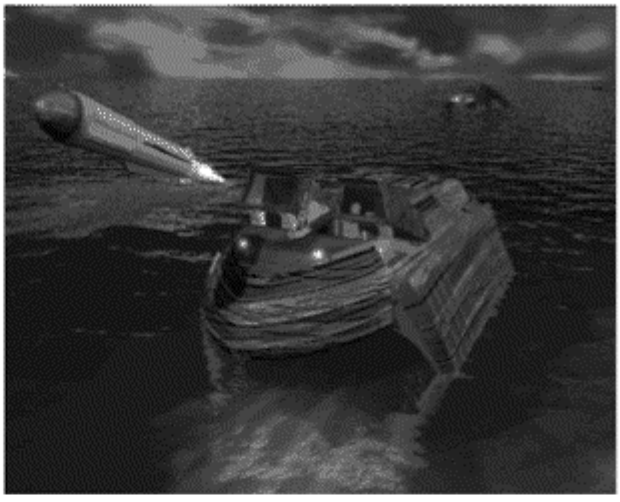
SEA TRANSPORT



Armor: 12
Hits: 32
Scan: 3
Speed: 9
Cost: 12

Transports up to six ground units.

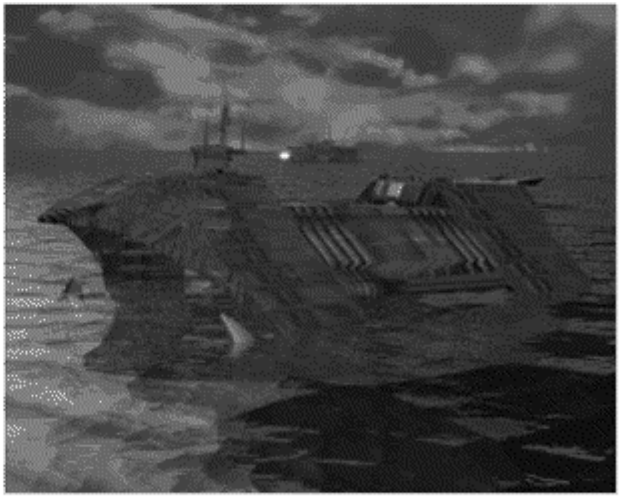
MISSILE CRUISER



Attack: 28
Shots: 1
Range: 11
Ammo: 10
Armor: 6
Hits: 28
Scan: 4
Speed: 7
Cost: 36

Ship-mounted missile launcher. Excellent range, high attack strength, and medium armor makes this a powerful unit.

SEA MINE LAYER

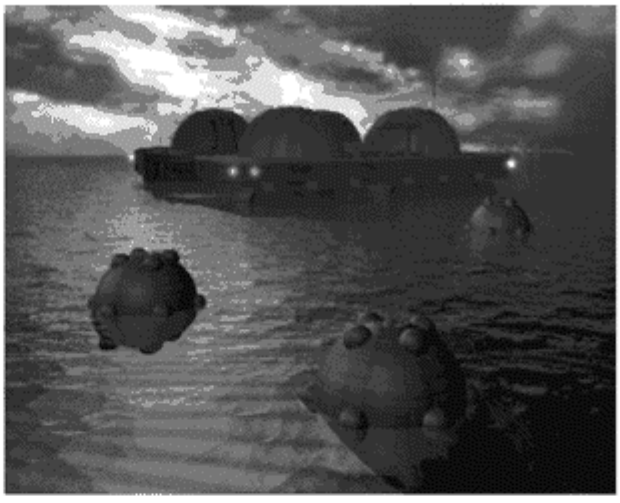


Cargo: 16
Armor: 8
Hits: 28
Scan: 4
Speed: 9
Cost: 18

Ship which lays, detects and eliminates mines.

SEA MINE

Attack: 28
Hits: 2
Scan: 1
Cost: 2



The aquatic equivalent of a land mine, set to detonate on contact. Invisible to enemy units except surveyors and sea mine layers.

CARGO SHIP

Cargo: 50
Armor: 12
Hits: 32
Scan: 3
Speed: 9
Cost: 12

Ships for hauling raw material. Useful for resupplying engineers and sea combat units with new ammunition.

UPGRADES

In M.A.X. there is virtually an unlimited number of unit upgrades possible, covering almost every attribute of every unit. Players can gain upgrades either by doing research or by purchasing them from the Concord's master technicians known as the Xenti, who supply software upgrades to your factories and thereby render them capable of building the enhanced units. Each of these methods is described below:

Purchasing upgrades:
Upgrades may be purchased before landing on a planet, or after landing and construction of a gold refinery. Initial Upgrade purchases are done in the Cargo Menu, by spending your starting credits. Each unit has various attributes, and all except the cost may be upgraded. The first upgrade to any one category of attribute is usually fairly cheap; however, the cost for upgrades goes up exponentially as more of the same type are purchased.

In addition, depending on the Clan you have selected to play for, you may receive bonus upgrades to a range of various units' attributes. These are beneficial in two ways. First, your units start out better with no extra expenditure on your part; secondly, the bonus also makes additional upgrades to the unit cheaper, because upgrade price is directly related to the units' starting attribute level. For example, a unit with a base value of 4 scan range is much more expensive to upgrade than a unit with 10 scan range, because an increase in the first case will result in a 25% increase in scan, whereas the second unit's would only be increased by 10%.

Research:
Research can also provide unit upgrades, but in a slightly different way from simple purchasing. After construction of a Research Station, you may choose to perform research on a variety of different topics, including Scan, Attack, Range, Armor and others. Each topic displays the number of turns required to perform the research, and each time research is started in the same category the amount of turns required will increase. Once research in a given area is complete, it will affect that attribute of every new unit built. If you want to upgrade existing units, you can do that for your land, sea and air units in a Depot, Dock and Hanger respectively. In this way, you can affect the attributes of a wider range of units than with the typical purchase of single-unit upgrades.

TROUBLESHOOTING

Multitasking, Screen Savers, or simply switching back to Windows while M.A.X. is running can cause M.A.X. to lock up on some systems. It is recommended that you exit M.A.X. before switching back into Windows if you experience this problem.

If you are experiencing any other problems running M.A.X. under Win95 (sound, netgame difficulties, etc.) try running M.A.X in DOS mode.

If you use the Minimum or Medium Install, the M.A.X. sound files will not be copied off the CD to your hard drive. This may slow down game play on some systems. If you experience this problem, go to the Preferences Menu and turn the Music Volume down to its lowest position.

If you get an "Out of Environment Space" message when running M.A.X., add the following line to your CONFIG.SYS:

shell=C:\DOS\COMMAND.COM /e:512 /p

The FILES statement in your CONFIG.SYS should read 25 or more:
eg. FILES=25

Q: Why won't M.A.X. Install onto my hard drive?
A: Check to be sure you have sufficient Hard Drive space for the installation option you have selected. If you are low on hard drive space, you may choose to perform a minimum install, which will copy only the required M.A.X. program files to your computers hard disk. Note that with the Minimum and Medium Installs, the game may run significantly slower, as it will need to continuously access your CD ROM drive.

Q: Why won't the game load?
A: Make sure you're in the correct DOS directory (usually C:\INTRPLAY\MAX) when you enter the MAX command to start the game. Max requires 8 Mbs of RAM, a mouse driver loaded, and on some systems an external VESA driver to run.

Q: Will M.A.X. run under Windows 95?
A: M.A.X. is not a Windows program, but should have no difficulty under windows 95 on most systems. Both a DOS INSTALL, and a

Windows 95 SETUP program have been provided for your convenience. If M.A.X. does not run properly through windows on your system, restart your computer in DOS mode, switch to the M.A.X. directory, and type Max to begin the game.

Note: Screen savers and any Windows 'Notify' messages (such as e-mail notification) may automatically change the current video mode and cause problems with Max. We recommend suspending programs of this sort while running Max.

Q: Why doesn't the sound and music play?
A: Be sure to run the soundcard setup program after you have installed M.A.X., and have properly configured the game to run on your system. Use the Test option in the setup program to ensure sound and music are set up correctly. If the AUTODETECT option does not work, check your AUTOEXEC.BAT file to find the correct settings for your system.

Q: Where can I find more troubleshooting information?
A: Check the README.TXT file for more information if you are experiencing problems not mentioned in this troubleshooting section.

GAME PLAY QUESTIONS AND ANSWERS

Q: I tried to use my Constructor to build a factory, but I get a message saying I have Insufficient Materials. What do I do?
A: Use the Transfer button on Mining stations and Materials Storage buildings to fill your constructors (and engineers) with raw materials.

Q: I built a new factory, but I can't get it to operate.
A: All factories require power and a source of Raw Materials, and so must be connected to both a power plant and either a mining station or Materials Storage building. Use your engineer to build Connectors to solve this problem.

Q: How do I acquire Victory Points?
A: Victory points are acquired at the rate of 1 point per turn for each operating Eco-Sphere. Three Eco-Spheres may be run from each operating Habitat.

Q: After one of my Eco-Spheres was destroyed, I noticed that my Victory Point total had been drastically reduced. What gives?
A: If an Eco-Sphere is destroyed, all points gained from that Eco-Sphere are deducted from your total.

Q: I've heard you can continue to perform an unlimited amount of upgrades to your units. How does this work?
A: To upgrade your units, you must first mine gold, and then refine it with a Refinery. Refineries process gold at the rate of 5 credits per turn, which is added to your account balance. To purchase upgrades, click on the refinery to bring up it's command buttons and select 'BUY.' Once purchased, each new unit built will reflect the new upgrades.

Q: I purchased some upgrades to a unit, but now my old units seem obsolete. Is there any way to upgrade my old vehicles to the new level?
A: Yes, inferior units may be loaded into a depot, hangar, or dock, as appropriate and upgraded to the present levels of technology.

CREDITS

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Music Mastering
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Apple's Animation

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Albert Lloyd Olson for Four Bars Entertainment

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Cinematics Sound Supervision
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Doug Rappaport

Cinematic Voices Processing
Doug Rappaport
Sergio Bustamante

Mixed in **Dolby Surround** at EFX systems, Burbank

DOLBY SURROUND

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Thanks to:
Tim Cain for GNW,
Jay Patel for Technical Assistance,
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Sanjay Bala-Krishnan, and James Thomas
for Story Elements and assorted inspirations

M.A.X. is dedicated to the memory of Amanda Froistad

Back Row, left to right: **Tony Postma, Paul Kellner, Cory Nelson, Mark Bergo, Chris Peak, Steve Perrin, Gus Smedstad, Tony Bland, John Stavros**
Front Row, Left to right: **Ali Atabek, Dave Boulanger, Arlene C. Somers, Amy Mitchell, Chris Regalado**

Customer Support

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Hintline

If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is $1.25 for the first minute and $.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

Interplay 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Support. Or call (714) 553-6678, Monday through Friday.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet.
Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay by sending Internet E-mail to "support@interplay.com" . Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

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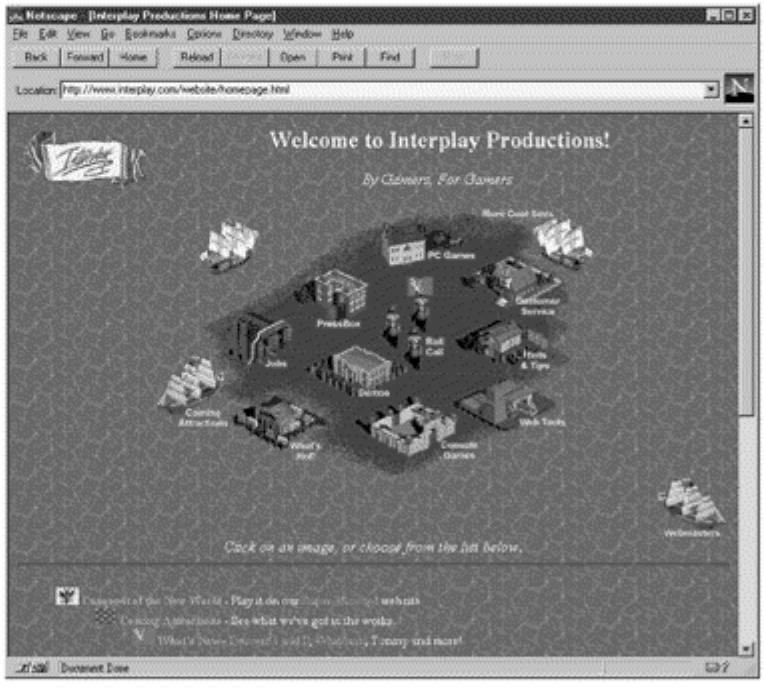
Once again, Welcome!"

Brian Fargo

HOW TO GET THERE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